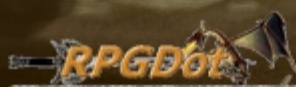
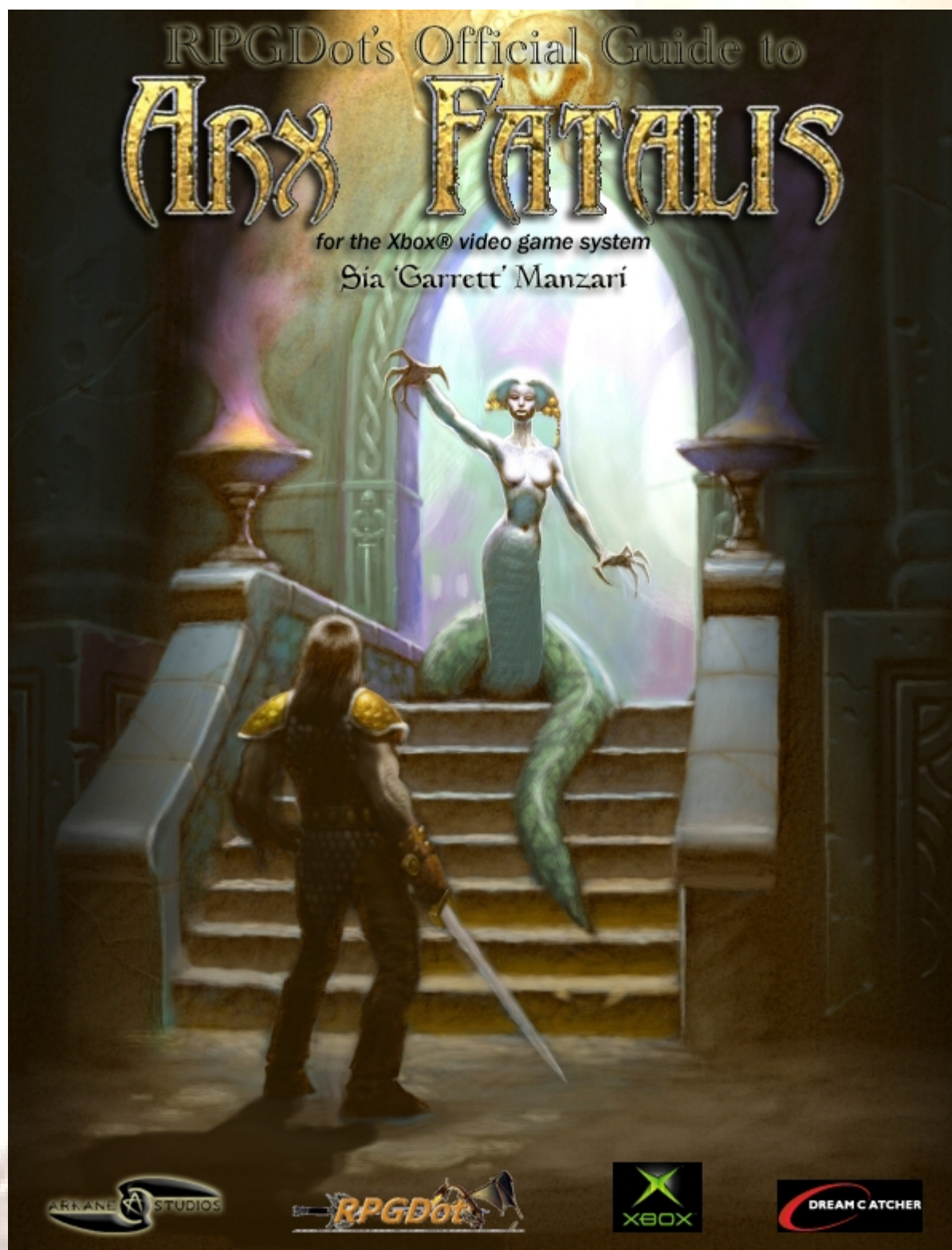


# RPGDot's Official Guide to ARX FATALIS

for the Xbox® video game system

Sia 'Garrett' Manzari





**RPGDot's Official Guide to ARX FATALIS for the Xbox® video game system**  
by Sia 'Garrett' Manzari, 2002, 2003

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For Gabi & Janina  
May the sun always shine on you and fill your hearts with joy!





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## An introduction to the Role Playing System

Arx Fatalis' RPG System is quite complicated, but the frontend is kept very simple.

The RPG System mainly consists of the 4 classic attributes, which are:

- Strength
- Mental
- Dexterity
- Constitution

Furthermore, there are 9 skills, namely:

- Stealth
- Technical
- Intuition
- Ethereal Link
- Object Knowledge
- Casting
- Close Combat
- Projectyle
- Defense

And then we have the character's stats, like

- Armour Class
- Hit Points
- Mana Points
- Resistance to Magic
- Resistance to Poison
- Damage inflicted

In this chapter you will find the relations between attributes, skills and stats. Let's begin with the Attributes:







## Attributes

### Strength

Determines the damage done in combat and the ability to carry heavy weapons.  
Affects the skills *Object Knowledge* and *Close Combat*.

Strength	Damage Bonus	Close Combat Bonus	Object Knowledge
3	0	+6	+1.5
4	0	+8	+2.0
5	0	+10	+2.5
6	0	+12	+3.0
7	0	+14	+3.5
8	0	+16	+4.0
9	0	+18	+4.5
10	0	+20	+5.0
11	+1	+22	+5.5
12	+1	+24	+6.0
13	+2	+26	+6.5
14	+2	+28	+7.0
15	+3	+30	+7.5
16	+3	+32	+8.0
17	+4	+34	+8.5
18	+4	+36	+9.0
19	+5	+38	+9.5
20	+5	+40	+10.0
21	+6	+42	+10.5
22	+6	+44	+11.0
23	+7	+46	+11.5



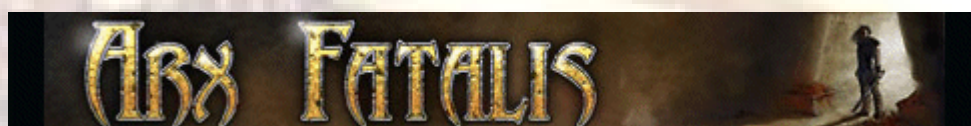


## Dexterity

Determines the accuracy in combat and your speed and increases the chance for a Critical Hit, which represents the percentage of chance to double the damages on a succesful hit.

Affects the skills *Stealth*, *Mechanism*, *Object Knowledge* and *Distant Attack*.

Dexterity	Critical Hit	Aiming Time	Close Combat Bonus	Stealth Bonus	Technical Bonus	Object Knowledge Bonus	Distant Attack Bonus
3	-3.0%	+140 ms	+3	+6	+3	+1.5	+6
4	-2.5%	+120 ms	+4	+8	+4	+2.0	+8
5	-2.0%	+100 ms	+5	+10	+5	+2.5	+10
6	-1.5%	+80 ms	+6	+12	+6	+3.0	+12
7	-1.0%	+60 ms	+7	+14	+7	+3.5	+14
8	-0.5%	+40 ms	+8	+16	+8	+4.0	+16
9	+0.0%	+20 ms	+9	+18	+9	+4.5	+18
10	+0.5%	+0 ms	+10	+20	+10	+5.0	+20
11	+1.0%	-20 ms	+11	+22	+11	+5.5	+22
12	+1.5%	-40 ms	+12	+24	+12	+6.0	+24
13	+2.0%	-60 ms	+13	+26	+13	+6.5	+26
14	+2.5%	-80 ms	+14	+28	+14	+7.0	+28
15	+3.0%	-100 ms	+15	+30	+15	+7.5	+30
16	+3.5%	-120 ms	+16	+32	+16	+8.0	+32
17	+4.0%	+140 ms	+17	+34	+17	+8.5	+34
18	+4.5%	-160 ms	+18	+36	+18	+9.0	+36
19	+5.0%	-180 ms	+19	+38	+19	+9.5	+38
20	+5.5%	-200 ms	+20	+40	+20	+10.0	+40
21	+6.0%	-220 ms	+21	+42	+21	+10.5	+42
22	+6.5%	-240 ms	+22	+44	+22	+11.0	+44
23	+7.0%	-260 ms	+23	+46	+23	+11.5	+46





## Mental

Determines the mana pool and resistance to magic.

Affects the skills *Mechanism*, *Intuition*, *Ethereal Link*, *Object Knowledge* and *Casting*.

Intelligence	Mana	Resistance to Magic	Technical Bonus	Intuition Bonus	Ethereal Link Bonus	Object Knowledge Bonus	Spell Casting Bonus
3	3x(lvl+1)	+6	+3	+6	+6	+4.5	+6
4	4x(lvl+1)	+8	+4	+8	+8	+6.0	+8
5	5x(lvl+1)	+10	+5	+10	+10	+7.5	+10
6	6x(lvl+1)	+12	+6	+12	+12	+9.0	+12
7	7x(lvl+1)	+14	+7	+14	+14	+10.5	+14
8	8x(lvl+1)	+16	+8	+16	+16	+13.0	+16
9	9x(lvl+1)	+18	+9	+18	+18	+14.5	+18
10	10x(lvl+1)	+20	+10	+20	+20	+16.0	+20
11	11x(lvl+1)	+22	+11	+22	+22	+17.5	+22
12	12x(lvl+1)	+24	+12	+24	+24	+19.0	+24
13	13x(lvl+1)	+26	+13	+26	+26	+20.5	+26
14	14x(lvl+1)	+28	+14	+28	+28	+22.0	+28
15	15x(lvl+1)	+30	+15	+30	+30	+23.5	+30
16	16x(lvl+1)	+32	+16	+32	+32	+25.0	+32
17	17x(lvl+1)	+34	+17	+34	+34	+26.5	+34
18	18x(lvl+1)	+36	+18	+36	+36	+28.0	+36
19	19x(lvl+1)	+38	+19	+38	+38	+29.5	+38
20	20x(lvl+1)	+40	+20	+40	+40	+31.0	+40
21	21x(lvl+1)	+42	+21	+42	+42	+32.5	+42
22	22x(lvl+1)	+44	+22	+44	+44	+34.0	+44
23	23x(lvl+1)	+46	+23	+46	+46	+35.5	+46



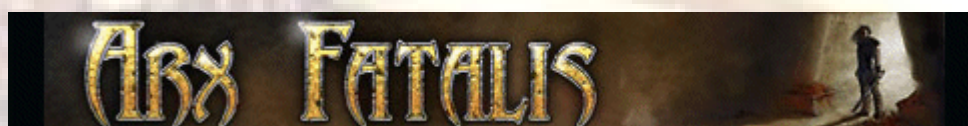


## Constitution

Determines the hit points, the resistance to poison and the ability to wear heavy armour.

Affects the skill *Defense*.

Constitution	Hit Points	Resistance to Poison	Defense Bonus
3	6x(lvl+1)	+6	+9
4	8x(lvl+1)	+8	+12
5	10x(lvl+1)	+10	+15
6	12x(lvl+1)	+12	+18
7	14x(lvl+1)	+14	+21
8	16x(lvl+1)	+16	+24
9	18x(lvl+1)	+18	+27
10	20x(lvl+1)	+20	+30
11	22x(lvl+1)	+22	+33
12	24x(lvl+1)	+24	+36
13	26x(lvl+1)	+26	+39
14	28x(lvl+1)	+28	+42
15	30x(lvl+1)	+30	+45
16	32x(lvl+1)	+32	+48
17	34x(lvl+1)	+34	+51
18	36x(lvl+1)	+36	+54
19	38x(lvl+1)	+38	+57
20	40x(lvl+1)	+40	+60
21	42x(lvl+1)	+42	+63
22	44x(lvl+1)	+44	+66
23	46x(lvl+1)	+46	+69





## Skills

Close Combat & Projectyle		
Close Combat or Distant Attack	Damage Bonus	Critical Hit* Bonus
10%	+1	+2%
20%	+2	+4%
30%	+3	+6%
40%	+4	+8%
50%	+5	+10%
60%	+6	+12%
70%	+7	+14%
80%	+8	+16%
90%	+9	+18%
100%	+10	+20%

\* Critical Hit represents the percentage of chance to double the damages on a succesful hit.

Defense		
Defense	Resistance to Poison Bonus	Armour Class Bonus
10%	+3	+0
20%	+5	+1
30%	+8	+2
40%	+10	+3
50%	+13	+4
60%	+15	+5
70%	+18	+6
80%	+20	+7
90%	+23	+8
100%	+25	+9





## Stealth

Stealth also allows to pickpocket NPC's when the skill is high enough (50% lets you steal Small items only, but 100% let you steal almost anything)

Backstab only happens when hitting an opponent from the back without him knowing your presence. In this case the damage is increased by 50%, this can cumulate with a critical hit.

Stealth	Backstab Bonus	Step sounds volume	Light visibility
10%	5%	-10%	-4%
20%	10%	-20%	-8%
30%	15%	-30%	-12%
40%	20%	-40%	-16%
50%	25%	-50%	-20%
60%	30%	-60%	-24%
70%	35%	-70%	-28%
80%	40%	-80%	-32%
90%	45%	-90%	-36%
100%	50%	-100%	-40%

## Object Knowledge

Affects the ability to mix potions, poisoning, repairing items and identifying objects.

Object Knowledge	Poisoning (number of charges)	Repair
10%	-	10%
20%	-	20%
30%	1	30%
40%	4	40%
50%	7	50%
60%	11	60%
70%	14	70%
80%	17	80%
90%	21	90%
100%	24	100%







## Intuition

Intuition also show hidden things (traps, secret passages) and even NPCs that have casted invisibility on themself, if the skill is high enough compared to the magic of the NPC. Intuition also increases your bartering:

Intuition	Bonus when selling	Bonus when buying
10%	+5%	-5%
20%	+10%	-10%
30%	+15%	-15%
40%	+20%	-20%
50%	+25%	-25%
60%	+30%	-30%
70%	+35%	-35%
80%	+40%	-40%
90%	+45%	-45%
100%	+50%	-50%

## Casting

Casting	Resistance to Magic Bonus	Level of Spellcasting
10%	+5%	1
20%	+10%	2
30%	+15%	3
40%	+20%	4
50%	+25%	5
60%	+30%	6
70%	+35%	7
80%	+40%	8
90%	+45%	9
100%	+50%	10





## Technical

Affects lockpicking closed doors or chests and disarming of traps.

## Ethereal Link

Affects how fast the mana pool recovers and, if high enough, lets you know the position of enemies on the map and their condition in combat.

## *Experience Cap*

Experience Points	
Level	XPs needed
1	2000
2	4000
3	6000
4	10000
5	16000
6	26000
7	42000
8	68000
9	110000
10	178000







## Gameplay Tips

### *Xbox controls*



### **General**

Character Creation in Arx Fatalis can be very complicated and easy at the same time. It is easy, if you click the auto generate button; then you will have a well balanced character to start with.

If you choose to create the character manually, you can distribute 16 points among the 4 attributes and 18 points among the 9 skills.

When you level up, you get 1 point for raising attributes and 15 points for raising skills.

So you can fix mistakes, you made during character generation later on, but they shouldn't be too many.

Arx Fatalis is designed in a way, so you can play whatever character you want: A brute warrior, a stealthy thief, a magic user or a mixture of the above.

Still, it is recommended to put some points into strength and dexterity, because in the beginning there are some inevitable fights, where no (useful) magic is available yet.







Magic becomes more and more important later on, since it eases combat a lot, so be sure to keep an eye on magic, unless you want to play totally without it.

In Arx Fatalis, it is not possible to have someone else identify objects, thus it is important to raise Object Knowledge as well if you want to know the nature of things – which you want to because you can't use the items otherwise.

If you are a player, who wants to know every secret, be sure to raise Technical to be good in picking locks, since there are not keys for all doors in Arx Fatalis.

A not so important skill is Ethereal Link.

You can solve Arx Fatalis, if you play peacefully, which offers the most fun and the way it is designed; but although if you kill everybody, you can still finish the game.

## ***Stealing***

Stealing can be really fun in Arx Fatalis, and in the Xbox version you can't be caught when stealing from NPCs! To pick pocket, simply bump into the person you want to steal from, and if your stealth skill is high enough, a purse appears on the left hand side with the items you find, if your skill is very high, you see all the items a person carries...

## ***Combat***

Combat needs to be trained, not only by our hero, but by you, the player, as well. As long as you don't have powerful magic, a good tactics is to move back, swing your weapon for the maximum force, move to the opponent, hit him and move back quickly in order to avoid getting hit. Also, be sure to have set a shortcut on the healing potions in your inventory, so you can swallow them during combat by pressing the assigned button (black or white) key.

There is also ranged combat with bow and arrow, which is very enjoyable, especially when you are in a good hiding place and the target doesn't see you.

And then there is magic of course, where the most powerfull spell is Life Drain, which moves life points from all targets in touch to you (even though the spell's power has been decreased compared to the early game versions); best thing about this is, that the targets can't cast as long as they are affected by this spell.

Again, be sure to assign a button (white or black) to shortcut to a mana potion, so you can swallow it any time, that is, if you have any in your backpack only of course.

If you still find combat too heavy, set the combat difficulty option to easy, which will reduce your opponents' health, damage and armor by 30%!





## ***Repairing Objects***

Most weapons and armour can break and when their durability reaches 0, they're broken beyond repair. You can either repair objects yourself, by using the item on an anvil or you give them to a smith to have them repaired. Unless you are really good in repairing, i.e. have a high Object Knowledge skill, it is recommended to have them repaired, because else the overall durability decreases strongly with each repair. If equipped items get damaged, they are displayed on the left side of the main screen to warn you, in different colors from green to red, where red means almost broken. There are even unbreakable artefacts, like the Shield of the Elder, Poxsellis' Helm or the Ylsides' Armour, but you can also enchant weapons to make them unbreakable.

## ***Enchantments***

If you use one of the following special items on a weapon or a piece of armour and afterwards cast Enchant Object on it, it will be enchanted as follows:

Garlic	Used to enchant a weapon to give it a dexterity bonus
Amikar's Rock	Used to enchant a weapon to make it unbreakable
Bone Powder	Used to enchant a weapon to give it a strength bonus
Dragon Bone Powder	Used to enchant a weapon to give it a strength bonus
Dragon Egg	Used to enchant a meteor sword to fight Akbaa
Green Potion	Magic Potion used to poison a weapon
Golem Heart	Used to enchant a weapon to give it the paralyze ability

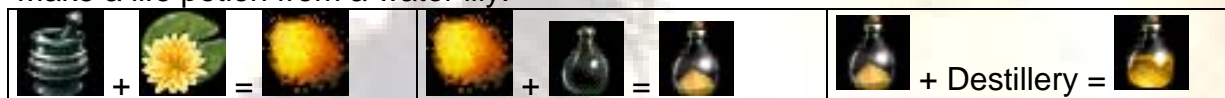




## Alchemy

There are several places in the game, where you can mix potions, which is commonly explained in the game's manual. It is not only fun, but very cheap to mix your potions instead of buying them, on the other hand, some potions require quite high Object Knowledge skill level.

Make a life potion from a water lily:



Make a potion of invisibility from a snow drop flower:



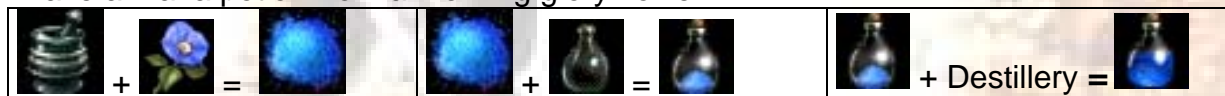
Make a poisonous potion from a fern:



Make a cure poison potion from medicinal herbs:



Make a mana potion from a morning glory flower:

































## Food

You can make your own food in Arx Fatalis, like baking bread or cakes, grilling food or fish or roasting a chicken:

Make a bread dough	 +  =  + 
Bake a loaf of bread	 + <b>Fireplace</b> = 
Make an uncooked pie	 +  = 
Bake a pie	 + <b>Fireplace</b> = 
Make an uncooked apple pie	 +  = 
Bake an apple pie	 + <b>Fireplace</b> = 
Cook a chicken drumstick	 + <b>Fireplace</b> = 
Cook fresh fish	 + <b>Fireplace</b> = 
Cook ribs	 + <b>Fireplace</b> = 
Cook Chicken	<b>Healthy Chicken</b> +  +  +  = 

And these are the effects the food has: (HP = Heal Points, FF = Feed Factor, the higher the FF the faster it will feed you):

Food	HP	FF	Food	HP	FF
Apple Pie	+4	14	Fish	+2	6
Apple Pie mixed with wine	+6	14	Leek	+1	2
Wine bottle	+5	0	Garlic	+2	2
Bread	+2	10	Mushroom	+1	2
Carrot	+1	2	Pie	+2	10
Cheese	+1	6	Ribs	+3	11
Apple	+1	2	Small Ribs	+1	2
Chicken Drumstick	+2	5	Cooked chicken	+3	15

Also a hero with higher Constitution will ask for food more often!





## Miscellaneous Object Interaction

Ring of Regeneration	 +  +  +  +  = 
Ring of Invisibility	 +  +  +  +  = 
DragonBone Powder	 +  = 
Bone Powder	 +  = 
Fill Flask with water	 + <i>Water point / Fountain</i> = 
Fill flask with wine	 + <i>Wine Barrel</i> = 
Make a fishing rod	 +  = 
Make a pole	 +  =  
Make wooden stakes	 +  =  
Make a burning blade	<i>blade put on the fire</i> + <i>Bellows</i> = <i>Burning Blade</i>
Make a sword	<i>Burning Blade</i> +  = 
Poison a weapon	<i>Weapon</i> + <i>poison potion</i> = <i>poisoned weapon</i>



## Walkthrough

Preface: Numbers in parenthesis refer to the room in the corresponding level in the map section. This is a basic walkthrough, which follows the main story line. For all the side quests or other things to do, see the chapters Side Quests and Misc Actions.

### **Level 2 - The Goblin Prison**

You wake up in a cell (1) imprisoned by goblins with no memory of who you are and why you were arrested. Kultar, the prisoner in the cell next to yours (3), tells you, that there must be a way to leave your cell - and actually you can remove a stone from the other gate and bend the steels bars aside, so you can leave your cell. In the next room (1a) you use a bone from the floor as your first weapon and fight the goblin guard (you can also make him fall in the pit through the trapdoor – avoid to have Kultar fall through it, he would be your enemy then!).

After you have defeated him, you pull the lever by Kultar's cell to free him; he tells you to escape through the trapdoor and that he is too injured to follow you; so you destroy the trapdoor and jump down into the unknown darkness (2).

### **Level 3 - The Spider Caves**

You fall down into this area (1) and will find some useful items but also have to fight some rats, spiders (you can scare spiders away when you light fire places, by the way!) and goblins here. In a room with a broken elevator (12), you need to remove all the bricks from the one pressure plate and put one on the other to open a secret room (11); here you will find the key for the supply room (17) and a rope to repair the elevator, which will lift you up.

You then have to fight a goblin guard (49); Kultar has managed to get here as well and helps you fighting the guard (you can give him a weapon so he can do more damage against the Goblin); after you have defeated him, you raid the supply room and take the piece of wood from the dead goblin to repair the lever and open the gate to the level exit.

### **Level 2 - The Goblin Prison**

You enter the goblin prison again (8) and have to explore this area and fight the goblins (if you prefer a more thievish gameplay, overhear the two guards' discussion in room 14, saying that if they find the dirty plate again, they will kill the other goblin lord; then stealthily get the dirty plate from 5 and put it on the table in 14, so you start of a fight between the two goblin lords).

In one of the cells (6) a goblin named Polsius is imprisoned. When you free him, he promises to help you in return, should you ever need him; he then walks off to the







tavern. (note, that you can also have him doing the favour at once, before freeing him; get the goblin authorization first and give it to him!).

In the Guard Post Manager Office (13) you will find an unsigned goblin authorization, a key to leave the goblin kingdom to the Great Cave (14, 15) and a secret compartment with a key for the Armoury (11).

To pass by the goblins in room 12 you need a signed goblin authorization and a gem dealer's license. Alternately you can bribe the guards with 300 gold pieces here, but money is still short at this time of your adventures.

In the great cave (16) you meet a troll named Greu, who wants a birthday present from you and also tells you he left the trolls, because he doesn't want to work for the goblins like the other trolls.

Since there is nothing else to do here, you leave the prison through the northern most exit (near room 13).

### ***Level 1 - The Human Outpost***

You arrive in a small passage (42) before you enter a large cave with the Human Outpost. When you come closer, you realize it has been attacked; only a few have survived, among them Ortiern, who lies wounded in a room upstairs (49) and tells you this Human Outpost has been attacked by Ylsides and that you need to tell these news to the king. He also tells you, that the passage to the human city has collapsed and that you need to find another way through the lower areas to it; to be able to pass through the goblins' area, he provides you a gem dealer's license.

But you still need a signature below that goblin authorization; in the tavern 'Yellow Tulip' (41) you find your goblin friend Polsius, who fakes a signature below the goblin authorization. Upstairs in the tavern, you can gamble at Rinco's and talk to other guests, including Enoill, a one-eyed man, who will play his role later in the game. On the wall behind him, you find letters carved in the wall about Oliver's treasure hunt and that you need to put an emerald in his chest to start the hunt.

Below the tavern is a door, which requires a password to enter, but since you do not know it, you decide to leave this area again. On your way back to the Goblin Prison you show the gem dealer's license to the guard before entering.

### ***Level 2 - The Goblin Prison***

The goblins (12) will allow you to enter now, if you show the signed authorization and the gem dealer's license and you can advance to Level 3 (alternately simply attack them with a long ranged weapon, a club or a long sword to get through the portcullis):

### ***Level 3 - Troll Mines and Goblin City***

You can raid the spider caves here (32 & 33), but are not yet allowed to enter the goblin city (30) or the troll mines (36) (the latter is possible, if you attack them – you can free your way to the lower levels, but it is a very hard path for an untrained hero!). So the only reasonable option is to leave back to Level 2 through the exit at 35.





## ***Level 2 - The Crystal Caves***

You arrive in the Crystal Caves, where you encounter more rats and spiders before you can exit the caves to Level 1 again. You may occasionally meet Otiern here as well lying near a fire camp.

## ***Level 1 - The Human City of Arx***

Finally, you have arrived in the human city of Arx (1). The guards suggest you go to the guard room (3) and talk with Carlo, who sends you to King Lunshire in the castle (24).

So you go to the king and tell him of the attack on the outpost and the collapsed passageway (53). King Lunshire assigns you a new quest immediately and sends you to the Troll King Pog to give him a letter from Lunshire and ask him to free the passageway.

Before you do this, explore the city, where you can trade general goods and magic scrolls or runes (5), weapons & armour (9) and gems & jewelry (4). You then leave through the Crystal Caves to the troll camp.

## ***Level 3 - Troll Mines and Goblin City***

When you show the king's note to the troll, he lets you enter the troll camp (if you attacked them before, but have not killed any of them, they will give you second chance!). Surprisingly, you find a goblin here as well (36), who tells you, that the trolls are on strike and not delivering any more gems to the goblins.

You explore the mines and find pickaxes all over the mines, which you can use to pick gems or gold from the wall or to smash unstable walls around the dungeons.

Then you hand over King Lunshire's letter to Troll King Pog (37) and ask for his help. Pog agrees to help you, but first needs you to do him a favor: The trolls' idol has been stolen, which is why they are on strike. Your task is to find and return the idol.

Alternately, you can steal the key to the troll prison (44) from King Pog or even kill all the trolls and get the key then. With the key, you can free the imprisoned troll, who will then free the passageway for you as a reward.

Deeper in the mines, you meet Greu's friend Burwaka (46), who tells you, that Greu might want to have a book with pictures from the upper world as a birthday present.

Before leaving the troll camp, you talk to the goblin (36) and tell him of the missing idol; he agrees to allow you to go into the goblin city for further investigations.

In the goblin city, you can go to a few places only, not including the throne room with Goblin King Alotar, who doesn't want to be disturbed. You notice, that the cook is serving him a lot of cakes. The guard will also not allow you in the treasure chamber (22), of course. But you can examine the king's private room (21) and find a note







saying, that he shouldn't drink any wine, because his stomach can't take it and below the bed a note with the numbers 5-5-9-9 on it.

So you decide to use this new information; you go into the kitchen (25) and pour some wine in the cake dough; the cook really makes a cake out of it and delivers it to the king (or you serve it to him yourself!). Shortly afterwards you can see him running from the throne room to his private room for a 'special relief'. Here you can finally talk to him (you must have talked to the treasure room guard first!) and convince him, that he allows you to look around in the goblin city freely for the idol.

In the throne room, you use the numbers from the note (5-5-9-9) to open the safe and a secret compartment opens, in which a chest holds a note saying that, if the king doesn't deliver any gems by tomorrow, he'll be dead, signed by the brotherhood of gemdealers (the lever here opens a secret passage (53) to the treasure room and to the Fridd rune (55)).

Knowing this, you meet Atok (26), who doesn't keep secret, that he wants to be king instead of Alotar. In his room, you find a key under a pillow (be careful he doesn't catch you stealing the key or you have to fight all the goblins to get the idol back!).

Now you walk to the previously inaccessible Guard and Supply room right of the entrance (27 & 28) and find some nice armour and, in the trapped chest, (which is opened by Atok's key) the missing troll idol – disarm the trap by tools or a disarm trap spell.

Upon leaving the room, Atok comes in and attacks you, because you have thwarted his plans to get rid of Alotar – you fight him and after his defeat unlock the door with the key he has with him. Now it becomes all clear: Atok stole the idol to stop the gem deliveries and have King Alotar killed, so he can become king himself!

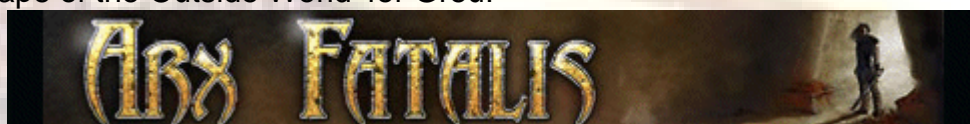
When you return the idol to King Pog, the trolls start freeing the passageway at once and end their strike; you decide to go back King Lunshire again to report of your success. (You can still ramble through the goblins treasure room (22), but close the door so noone sees you!).

## **Level 1 - The Castle**

But there is no time to celebrate this, because the King, his alchemist Felnor and snake woman Chinkashh are discussing the recent earthquakes. Suddenly, Carlo comes running in and tells that the astronomer Falan Orbiplanax has been murdered. You once more agree to help and investigate the murder. The King gives you a private room (33) in the castle (and the key to it) and allows you to walk around in the castle freely now.

You first talk to Chinkashh in the library (20) and learn, that she discovered that black magic was used in the ritual murder of Falan Orbiplanax; also be sure to read the books here, especially the one about the races in Arx, which tells you about dragons; then you go to the research lab (19) and talk to Felnor, the king's alchemist, who gives you the key to Falan's room (27) and a note from him. You can also find some runes and some ingredients to make you own potions here.

When you leave Felnor, talk to Chinkashh again and she will give you the book 'Landscape of the Outside World' for Greu!







Then you enter Falan's room and find a safe behind the carpet on the wall. From the note Felnor gave you, you figure the combination is 2-4-8 and inside the safe you find Falan's diary, which clears up several things.

A council is held in the meeting room at once (22) in the course of which you learn that a guard named Erzog has been arrested for the murder of Falan and is believed to be the head priest of the secret cult of Akbaa; you also learn, that you were sent by the Noden to save Arx from Akbaa. To do this, you have to find the secret entrance to the temple of Akbaa and destroy a meteor there, by which Akbaa wants to incarnate in Arx.

In the prison (15) you talk to Erzog and find out, that he himself was betrayed by the Akbaa cult; he tells you the password to the temple of Akbaa below the tavern: it is Faat Kaa Pell!

When you enter the hall of the castle (13), you see two snake women talking to King Lunshire about an old debt, which the king is not able to repay - the Krahzo!

Unfortunately, the king doesn't want to tell us more about it at this time.

Before you leave the castle, you may want to visit the observatory (21), where you meet Suiberis, the new astronomer, and you find an observatory machine, which you can use to see different cinematics according to Akbaa's coming.

Then you leave the castle, and find Chinkashh waiting for you outside it; she teaches you a secret spell to activate the Teleports, so you can travel more easily between the levels.

*Different approach: If you're enemy to the kingdom, you can regain your memory as follows: Touch the rock in Felnor's room (room is opened by Chinkashh's key and they key to the rock on Felnor's corpse in the laboratory in the castle). Instead of getting the password, steal the temple key from Tizzy or kill her!*

At the city teleport, you also find out, that Maria, the dealer (5) is missing her daughter Shany – of course you promise to find her. Shany was last seen playing before Jeweller Tafiok's shop and the nearby houses. You investigate the houses, but are told to go away at one (7bis). The other house (7) is open and inside you find a book about a ritual at the serpent pillar – since Akbaa needs human sacrifices to earn more and more power, you decide to investigate this matter first as time may be running short for Shany.

### **Level 3 - Troll Mines and Goblin City**

The bridge (34) is also passable now and you can go on to level 4. Remember to activate every Teleport with Chinkashh's spell for a comfortable way of travelling!





### ***Level 4 - The Great Underground Sea***

You continue to look for the serpent column in this level now, in which you will encounter more rats, some goblins and even a ratman occasionally.

The force field (45) is to be left undisputed for now. Smash the doors to room 8 and find a diary from Lord Inut and his chicken obsession. Here is also the place to start the treasure hunt: Insert an emerald in the left chest to find a new note where to look on (see side quests for more info about the treasure hunt).

And finally in the most south-west room (10) you find a serpent pillar. When you stand just west of it, you suddenly see some Akbaa priests. Follow them secretly to the altar room (7). From the distance you can already hear a child crying for help. Attack the priests in the altar room, but be quick, else Shany will be sacrificed and you have to fight a demon also. After you have killed all the priests and freed Shany, walk her back to her Mom.

### ***Level 1 - The Human City of Arx***

Maria is very grateful of course and will grant one item from her stock for free now!

Then you walk to the tavern, to the password protected door and gain access with Erzog's password. If you are attacked by the Ylside at the temple entrance, run to the outpost so the guards will attack him!

### ***Level 2 - The Temple of Akbaa***

You are now in the temple of Akbaa. In the first room to the right (36), you find a first Akbaa Meteor, which will be important later on. In the central hall (29), there are several Akbaa priests, who will attack you. After you have defeated them, you will find one more Akbaa Meteor, two notes with two of them, one saying 'the first shuts the second' and the other revealing the numbers 1-1-3 and a key for the chest in room 31. In room 32, you will find a Scroll 'Dispel Field'.

In the sleeping compartments in room 33, you will have to fight another priest, who has a golem heart and a note saying the 'heart is the key to the security system'.

The way to the Meteor Chamber is not yet passable (22), since Iserbius has activated the Security System, but the blind priest (25) thinks we are a friend and tells us some secrets about Akbaa.

There are also two secret passages from the praying room (25): One leads to a golem (34), and another golem heart, the other to a crypt (35), a cupboard and a chest. If you open the latter, a lich appears, who is a tough opponent at this time of the game, so you might want to take him on later. In the chest is another Akbaa Meteor.

Next, you investigate the restricted area (26a), where you cast 'Dispel Field', either by spell or the scroll you just found. Here are 3 golems, but the one in the middle has no heart! The room 26b has a pressure plate, which needs a lot of weight on it, so you insert one of the golem hearts in the 'heartless' golem and tell him to follow you, which he does, up to room 26b where he stands on the pressure plate. The gate to room 26 is now open and you pull the first of three levers!







Next is room 28, where you either enter the numbers 1-1-3 you found on one of the notes or have to fight another golem when pulling the second lever here.

And then you need to remember the note 'the first shuts the second' in the passage 27a. Only if you close the first door, can you open the second, and pull the third lever – to exit 27a, the door to 27 has to be closed again for the other to open.

Now you have deactivated the Security System and can walk over a bridge (22) to the meteor chamber (37).

You just interrupt Suiberis, who is just about to sacrifice a woman to Akbaa as you enter. He summons a demon to keep you busy and flees. The fight with the demon is quite hard, but you finally manage to kill the beast and free the lady, who thanks us before leaving.

And then you want to destroy the meteor...but to no avail.

Before you report back to Felnor, deliver Greu the book with the pictures from the upper world and get a troll amulet in return, which will identify you as a troll friend.

### ***Level 1 - The Castle***

As you enter the castle (24), Carlo is about to report of the second attack the Ylsides have done to the Outpost: This time there are no survivors and the Ylsides are obviously with Akbaa and have declared war to the humans; to make things worse, Akbaa's high priest Iserbius is no other than Suiberis. As you tell of the unsuccessful attempt to destroy the meteor, Felnor says that only with a powerful artefact you can destroy the meteor, else it does even draw your strength from you and makes Akbaa even stronger. This artefact consists of two pieces, the Krahaz and the Zohark and was given to the humans by the Sisters of Edurneum. This Krahaz has to be returned to the Sisters, but Rebels have stolen it years ago, and also have killed the King's wife and kidnapped his daughter.

So the next task is to find the rebels and the Krahaz.

In the library (20), Chinkashh tells you more about this contract and gives you a book with more information about Krahaz and Zohark, who were gods at a time...

### ***Level 4 - The Great Underground Sea***

So you continue exploring here and pass the great underground sea (14). On the far site, you see the woman you rescued in the temple of Akbaa. As you tell her about the search for the rebels and the Krahaz, she tells you to follow her. Suddenly you are knocked out from behind and awake in the rebel camp (19). The lady is no other than the leader of the rebels, and she agrees to give you the Krahaz, if you bring her the Shield of the Elder from the Crypt in return.

You explore the camp a bit more, but are not allowed to enter the restricted area (24) (if you play a thief, you can try to sneak in this area and steal the Krahaz, but it is a very hard task).







The rebel leader has given you a key pass to enter and leave the camp at any time now. Before you go to the Crypt, continue to explore this level and the next for some useful items and runes.

You can also break in the shop, when the shop owner leaves. Lockpick the door, but avoid being seen by the guard on patrol!

*Different approach: Attack and kill the girl, steal the pass from her, enter the rebel camp, kill everybody there and steal the Krahosz!*

### **Level 5 - Earth Goblins, Water Goblins and Twin Traders**

The trolls here see Greu's amulet and thus don't attack you, unlike the goblins, who shouldn't be a challenge anymore now.

In room 28, you can even help a troll fighting several goblins.

There are traders here also (24), who have some really useful items and runes, but before spending too much money at them, read the next two paragraphs...

You can also find two goblin clans here, the water goblins (32) and the earth goblins (31). Both want you to kill the other and promise you valuable treasures as reward.

If you first kill the water goblins, the earth goblins mark a spot in level 7, where their treasure is buried. If you kill the earth goblins, the reward from the water goblins is a mere golden amulet.

It actually even turns out to be a wise choice to kill both clans because then upon your next entrance to this level, other goblins have attacked the twin traders and if you kill these goblins, you can freely access all the traders' goods (34).

With these items and runes you should be quite powerful now to take on the crypt. If not, you can also first get the Zohark from the Sisters of Edurneum (see page 28).

### **Level 1 - The Human City of Arx**

When you talk to Carlo now, he gives you the key to the Crypt (36). It is a good idea to have some wooden stakes in your backpack along with some healing and mana potions when entering the Crypt. (You could also have stolen the key from Carlo earlier and entered the Crypt!).

### **Level 4 - Crypt Level 1**

The first level of the crypt is located on level 4; here you can use the pickaxe to raid the graves. In Falan Orbiplanax grave (34) you find the key to his chest in his room in the castle.

In room 34, the lever opens a secret room, the lever in which raises the floor after room 43. The lever in 43 has to be repaired with a piece of wood. So you will find a





chicken (31), who is no other than Lord Inut in chicken form (if you cast reveal you can see his real form).

On with the graves: In other tombs (35 & 37) you will find stones with strange carved symbols on them among other goodies and you find the grave of Achanta, the Vampire. It holds a good sword and a sacrificial implement inside and when you enter the great hall (35), there is a statue of Achanta, holding a bowl, in which you pour some blood or use the sacrificial implement on yourself to do so.

And so you have opened the gates to the surrounding tombs; in tomb 39, there is a key, in the commander's tomb (42), there is a good armour in the grave. In the tombs 40 & 41 you find wooden stakes, which will become important in lower crypt levels!

You now unlock the tomb of heroes (32) with the key you just found in tomb 39; the sword of the knight statue in the north-eastern corner can be switched to open the gate to the next level.

### **Level 5 - Crypt Level 2**

Here you will encounter a lot of undead, who need a stake through their heart after they have fallen, else they will resurrect. To measure, if they will rise again, you can try to search their bodies; if you can, they're dead, if not, use a stake on them.

Here, there are also several levers and traps, which can be triggered by putting something on them (ideally not yourself! :) or by simply not walking on them. At point 36, you find the dead body of Azrael Darkthorne, a zombie hunter, holding, among others, a note saying '1-3-1 is the key' and his diary. Use this to pull the levers in tomb 8 (first the left = 1, then the right = 3, then again the left = 1) to unlock the door to tomb 9. Be sure to unlock the secret exit to the dungeon in tomb 6 also.

To get to the next level you need to place something on the three pressure plates around room 13, for example the bricks from tomb 11.

### **Level 6 - Crypt Level 3**

There is nothing in tomb 1 (yet), so you may enter the great hall (2), where a mummy jumps in from the wall and gives you a tough fight. The graves in this hall hold goodies, but also mummies; the grave at the far end can be opened by a lever from room 12 only (see map for a description of the items).

Make your way to room 10 via the upper rooms, where you should note the symbols carved on the floors; they are the same as those 6 stones with carved signs you should have found in the crypt; here you hear the voice of Gladivir, the ghost guarding the Shield of the Elder. To prove worthy to get the shield, you have to solve his riddle:

Put the 6 Symbols on the round columns on the outside, corresponding to the inner symbols (you have to combine them, not drop them!).

If this is done correctly, the gate to tomb 11 and 12 opens, where you find the Shield of the Elder. Be sure to get the rune via the secret passage also.







When you want to leave now, you are attacked by a lich at the exit from the great hall; fight him, take his Mortis rune and examine tomb 1, where a secret room (13) has now opened for more goodies.

Before you explore the rest of the tomb, you decide to bring the shield to the Rebel Leader.

### ***Level 4 - The Rebel Camp***

The Rebel Leader is very happy and allows you to take the Krahaz. She also tells you, that this is the shield of King Poxsellis, her grand father; so she is the daughter of King Lunshire and her name is Alia. We learn, that the rebels have not killed her mother, but have saved her, when they found Alia next to her murdered mother's body.

You are now allowed to take the Krahaz from room 29. Also, use telekinesis to get the magical plate leggings from the upper parts of room 26.

Now you have to claim the Zohark from the Sisters of Edurneum.

### ***Level 6 - The Sisters of Edurneum Outpost***

Ask the guard (34) to let you enter the Sisters' Outpost and walk to Mother Zalnashh, the leader of the snake women. She will give you the Zohark, but you have to pass the Temple of Illusions first, only then will you be save against all deceptions of Akbaa. She gives you a glowing object, which you can use to enter the Temple of Illusions (15). Before entering, be sure you either have a 'Reveal' scroll with you or can cast the spell.

In room 27 you learn, that you have to hit the serpent where the sword and the sceptre meet. From the outside in room 17 you can shoot an arrow at this spot and the chest in 27 is open now, holding a golden serpent.

To open the exit in room 17, you need to cast reveal on the levers to see the one lever that opens the exit.

Next, you have to solve the riddle in room 19. Place a different object in each room to identify them and use the globe to see which lever you have to pull next – it is a bit of running up and down to the globe after each lever. After that is done, another (fake) golden serpent will appear in the back of the room and the gate to 20 is open.

In 22, you have to fight the ghost man and pull the lever on the other side of the mirror – then you can simply walk through the wall to 23.

To pass the teleport, you need to turn around in the middle of the way and walk backwards to 24, where you push a secret button hidden in the upper part of the left wall in this corridor to walk on via the secret passage and avoid the next teleporter. And then you arrive in room 25, where you have to put (that means combine again, not drop!) the real serpent (from room 27) into the bowl and can take the Zohark. The two serpent guardians will now attack you, but they are not really a match for you any more!







On your way back, you notice a dead snake women (41) holding a note about a conspiracy against Zalnashh and to meet them in the crystal caves, which you do at once.

*Different approach: If you are enemy to the kingdom and never get the Krahaz quest, the snake women will also be enemy of you. Kill them all and steal the glowing object to get access to the temple.*

*If Alia is also dead: The snake women will have left this dimension. There will be only rats around. The key to the temple can be found in the secret reserve (access through level 4 underground lake)!*

## **Level 2 - The Crystal Caves**

In the Crystal caves (38) you confront the two snake women and kill them to save Zalnashh. And now that you have both the Krahaz and the Zohark, you put them on and walk into the temple of Akbaa.

## **Level 2 - The Crystal Caves**

The temple is overrun by Ylsides now. If you use the back entrance from the goblin prison (13), you can avoid most of them (but also miss a lot of XPs) and destroy the meteor. Be sure to take the resulting Koltk powder with you.

But as you leave the temple, a sequence lets you know, that Akbaa is still not defeated. You walk to the castle immediately to talk to the King Lunshire and Felnor.

## **Level 1 - The Castle**

As you enter Arx or the castle, you find, that the Ylsides have infiltrated Arx and the castle and that King Lunshire is being held prison.

You can either fight through all of the Ylsides or teleport directly into the castle and again have the choice, if you want to fight them or use the secret passage to the prison.

Arriving at the prison, you are being ambushed; it was a trap to catch you, but Kultar saves you (that is if oyu helped him in the beginning, otherwise he will also attack you!) and lets you escape through the sewers to the city of Arx; before you enter the sewers, you might want to take the Ylside armour.

Since the Ylsides were out for you only, they draw back from Arx again.

Go back into the castle now and talk to the King and Felnor. The outcome of the talk is, that you now need to forge the ultimate weapon to defeat Iserbius, in whose body Akbaa will incarnate. To learn more about this ultimate weapon, you should get the book 'The theory of the ultimate weapon'.

Chinkashh tells you, that this book is located in the library at the Sisters of Edurneum Outpost, so you get it from there,





### **Level 6 - The Sisters of Edurneum Outpost**

Ask Syllashh (39) for the book and read it; you now also learn, how you can enchant weapons or armour.

Then talk to Zalnashh, who tells you more about the Koltk weapon and the dragon egg you also need for the incantation. Before you continue your search, it is time for a little rest.

### **Level 4 - The Rebel Camp**

Give the Krahoz to Alia, who is **very** thankful; note her demon-like face in the upcoming sequence. If you also give her the Zohark, she will even give you the Shield of the Elder in return.

Alternately, you can leave the Krahoz and/or the Zohark with the snake women, but the reward is not half as good as Alia's. You now decide to explore the rest of the crypt.

### **Level 6 - Crypt Level 3**

Cast 'Dispel Field' at point 9 and enter the next level.

### **Level 7 - Crypt Level 4**

Here you have to fight 3 invisible ghosts where you can see the weapon only: One wields a sword, one an axe and one a hammer.

In the tombs to the right (2 and 4), there are levers to open the tombs to the left (1 & 3). Outside room 3 you can hear a woman crying for help, but it turns out to be a trap by a vampyress only. Next is the Labyrinth of the Lost Souls (10), which requires a lot of lever switching (see map for details) to get to the statue room (5). From here, you need to switch the levers in the order the statue is pointing at them until the gate opens (see map for sequence). Before advancing to the final level of the crypt, explore the tombs: In tomb 8, you find a glowing object, which, if inserted in the wall in room 3 of level 6 will open another shortcut from and to the crypt.

In tomb 9, which can be opened with a key from tomb 8, you hear a ghost talking to you; she asks you to find her murderer and report him to the king, so she can finally rest in peace. She describes the murderer as an one-eyed man; you promise to help, of course.

### **Level 8 - Crypt Level 5**

In the tombs 2 – 5 you find a glowing object each, which have to be put on the pillars around the grave (6) to open King Poxsellis grave. Inside you find the Helm of Poxsellis, an artefact, which will reveal anything hidden or revealed.







When you want to leave the crypt now, you have to fight 2 liches; to actually exit this level, you must tightly follow the arrows on the floor (which you will see with Poxsellis' helmet equipped only), else the gate in room 1 will not open for you.

### ***Level 7 - The Mushroom Forest***

Continue exploring the regular dungeon now. In this level, there are mostly ratmen and a giant worm in the south west corner; you can also find the earth goblins' treasure here, which turns out to be a single gold coin only (28). Then you are free to enter level 8.

### ***Level 8 - The Dwarven City***

The dwarven mines are destroyed and you can't use magic here. The only way now, is to enter the kitchen (13); as you approach the west exit here, a large hellhound appears, which cannot be defeated in the common manner. Instead, you need to run to the lava room (24) quickly, jump over the platforms to the exit and make your way to the dwarven corpse (27), which holds a key, a stone of power and dwarf meat.

The way back has collapsed, but the key you just found opens the door at 28, where the beast already awaits you.

Run to the Smelting (15), insert the stone of power in the machine and climb up the ladder. When the beast arrives here, try to throw the dwarf meat exactly under the machine and when the beast walks to the meat, pull the lever to smash it! (If you're out of dwarven meat, lure the beast under the machine by running under it!)

After the beast is fainting, go to the office (16) and find a diary, which explains, that the dwarves have digged to deep and have awakened a beast (does that sound familiar to you? ☺); get the key from the drawer near the lever and pull the latter.

Back in the smelting, pull the lever to open the lava pit. Jump over it and walk up to corridor 14, where the beast appears again. Run back to the smelting, jump over the lava pit and watch the beast falls into the pit for its ultimate demise.

Explore the rest of the mines now, find 2 more keys in bedroom 18, a stone of power and the mold to make a saber sword.

Pass by the forge and look for mithril in the mines. Finally, in the last room (25), when you climb up the wood you find a large rock of mithril, which is too large to put in your backpack; drag it on the left site of the machine here, insert a stone of power and pull the lever, so it is teleported to the smelting.

Back in the smelting (15), smash it into several smaller mithril rocks and take the mold for the two-handed sword before you go to the forge (23). Use the machine with the one masher and activate it with another stone of power. Insert two rocks of mithril and the Koltk powder and pull the lever to get a mithril bar. (The Koltk powder can also be used on the metal bar or on the weapon if you've not put it in the oven.)

Now go to the other machine, activate it with another stone of power, pick your weapon of choice (saber or two-handed) and place (combine!) the corresponding







mold below the left masher. Walk the stairs up behind the machine and put the mithril bar in the machine, then pull the lever and you have forged a mithril sword.

With this sword, teleport back to level 2, but be sure to have at least 2 fireball and some levitate scrolls with you, if your casting is not well developed.

## ***Level 2 - The Ice Caves and the Dragon***

Go to the large cave (16) and float over to the other site (18). You are about to enter the ice caves. Walk up the stairs on the left side and, when they split up, jump up the right stairs, then shot an arrow at the stalagmite above the stalagmite (44), which falls down and stands exactly on the stalagmite. Now levitate over to the stalagmite and jump to the cave from there (45); from here float to another cave (46), walk to its other exit and float to cave 19. Use fireballs here or combine a torch with the ice blocks to melt the ice, both the way to the dragon cave and the frozen corpse.

You arrive in the dragon cave now (20) and can either 'buy' a dragon egg from him, if you have read the book in the castle library about Arx' races and know the number of his dragon scales or simply fight and kill him, which will also give you some dragon bones from his body.

## ***Level 6 - The Sisters of Edurneum Outpost***

Back at the Sisters, Zalnashh will enchant the Sword with the Dragon Egg, but wants to know the place of the rebels first.

You can either betray the rebels now and have Zalnashh enchant the weapon (by giving her the sword and the egg) or do it yourself, either by spell or by scroll and not betray Alia and the rebels, where the latter is the far better way.

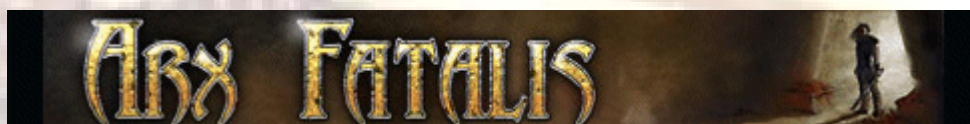
In the Ylside bunker's forge room (16), there's always a enchant weapon scroll respawning!

You have to use the dragon egg on the Mithrilsword now and cast 'Enchant Object' on it; if you can't cast 'Echant Object' yet, you can use a scroll as well (see items list to learn where to get them).

## ***Level 1 – The one-eyed Murderer***

You remind yourself of the ghost quest with the one-eyed murderer. Upstairs the tavern, you find Enoill, the one-eyed man, but he doesn't admit anything. When we buy a beer at Tizzy for him, he drinks it and walks away drunken, so drunken, that he drops his key on the stool.

With this key, you will find a prove of his deeds in the chest in his house (12): There are several letters from Carlo, who ordered him to kill the queen. When you confront Carlo, he admits everything, but explains, that he did it for the kingdom; he found out, the queen is with a secret order and wanted to kill the king; he hands you over a letter from the queen, which explains it to King Lunshire; he is of course sad to learn this news, that his advisor has killed his wife, but there's nothing you can do for him now.





#### **Level 4 - The King, Alia, Snakewomen, an old debt and the Queen**

You now go to the magically sealed area here (45); before you can enter, Alia walks up and thanks you for everything; she asks you to give her sigil ring to her father and they meet at the great underground sea; suddenly, the snake women appear and claim Alia to be her new queen, because Poxsellis has promised his 4th coming to them; and Alia is the one. All of a sudden, the ghost of Queen Florence, whose murderer you found, talks to the scene, telling them, that Alia is the fifth child, and her twin sister Clarissa is the fourth; she knew of Poxsellis' oath and gave Clarissa away to the traveller's guild. Disappointed and angry, the sister leave undone.

Then you now can dispel the field (45) and enter the bunker of the Ylsides, where two Ylsides and a priest attack you (IMPORTANT NOTE: this priest and the Alia cinematic will only happen if the final weapon has been melt with the Dragon Egg AND enchanted with "Enchant Object" Level 8 Minimum); the priest holds a fourth Akbaa Meteor.

*Different approach: If you are enemy to the kingdom, have sold Alia to the snake women and have solved Queen Florence's quest, there'll be a special ending! Also, if you have not solved Queen Florence's quest, there's another ending!*

#### **Level 5 - The Ylside Bunker**

Here you have to fight more Ylsides and priests; again, the priest have useful items with them: One key for the chest in the forge (16), one key for the chests in the training room (18) and the Ylsides Resting room (19) and one key for Iserbius' room (20). In room 19, you will also find two metal bars to make the key for Gary's bank (see Side Quest chapter).

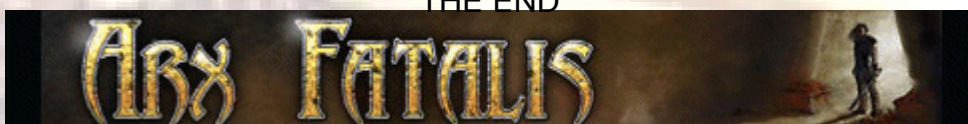
In Iserbius office, put a candle on the right skull on the altar and a secret compartment in the bed opens and reveals a key, which opens the chest and you have the fifth Akbaa Meteor.

Place all the five Akbaa meteors on their places in room 21 and the door to the praying room (22) opens.

When you attack Iserbius now, a sequence starts and you learn you are a little too late as Iserbius has already changed into something semi-demonic and after only one hit from your sword Akbaa's incarnation is already complete; you now need to fight Akbaa and the demons he summons, but finally are able to defeat him.

You have saved Arx, but there is no time to celebrate, as your master from the Noden arrives and thanks you, but has to take you back to the Noden again, as you are to powerful to remain on the world for now...

THE END







## **XPs per Quest**

When you exit the goblin jail by hitting the wooden grid: *2500 XPs*

When trolls have removed rocks and you to the Human City: *2500 XPs*

When you learn the location of the Temple of Akbaa and the password: *2500 XPs*

When the Goblin King gives access to the Supply Room: *500 XPs*

When you find the Troll Idol: *300 XPs*

When you give the gift book to Greu: *5000 XPs*

When you return to Maria's shop and have freed Shany: *2500 XPs*

When you steal the Krahaz: *1500 XPs*

When you get the Krahaz in the usual way by giving the shield: *1000 XPs*

When you have completed the Temple of Illusions: *2000 XPs*

When you have turned Lord Inut into human form again: *20000 XPs*

When you rob the bank and have pressed the secret button: *5000 XPs*

When you show the queen's murder evidences to Carlo: *1250 XPs*

When you show the queen's murder evidences to Enoil: *1250 XPs*

When you give the Finance Book to Pog: *500 XPs*

When you give the Goblin cook book to the goblin cook: *1000 XPs*

When you give the rebel's location to the Snake Women to get the weapon: *500 XPs*

When you have solved Oliver's treasure hunt quest: *2000 XPs*

When you have killed either the Earth or Water Clan Goblins: *200 XPs*

When you have opened the bunker by resolving Akbaa puzzle: *2000 XPs*

When you have solved Achanta's blood bowl puzzle: *200 XPs*

When you have deactivated the Temple of Akbaa security mechanism: *1000 XPs*







## Side Quests

### ***Oliver's Treasure Hunt***

*Given by:* Oliver's writing on the wall in tavern (level 1, room 41)

*Solution:* 1. Put emerald in chest on level 4, room 8 to find next note

2. Look under stones on level 3, room 42 to find next note

3. Wear Poxsellis' Helm or cast 'Reveal' on level 3, room 4 to read stone note

4. Use shovel in level 6, room 30 to find next note

5. Float to the cart in the lava sea in level 8, room 11 to find next note

6. Use shovel in level 3, room 50 (upstairs on the walkway, where a ladder is hanging down from above; always right click the shovel, there is no hotspot): get key

7. Use key to unlock other chest in level 4, room 8 and get Oliver's Magic Ring

*Reward:* Oliver's Ring of Heroism & 2000 XPs

### ***Rescue Shany***

*Given by:* Maria (level 1, room 5)

*Solution:* Enter the house opposite of Maria's shop (level 1, room 7) and find book about meeting at serpent pillar. Next go to level 4, room 10 and hide west of pillar; wait for the priests to appear and follow them up to room 7 and kill them and free Shany. If you play with 'parental lock' off, you can use a ritual device on Shany to summon a demon!

*Reward:* 1 life potion, 1 mana potion & 2500 XPs

### ***Kill the earth goblins***

*Given by:* water goblins (level 5, room 24)

*Solution:* Kill all goblins in level 5, room 31

*Reward:* A gold amulet & 200 XPs

### ***Kill the water goblins***

*Given by:* earth goblins (level 5, room 31)

*Solution:* Kill all goblins in level 5, room 24

*Reward:* The spot of a treasure in level 7, room 28: 1 gold coin & 200 XPs





### **Save Lord Inut**

*Given by:* find Lord Inut in chicken form in the Crypt (Level 4, room 31)

*Solution:* When you cast Reveal near the chicken or are wearing the Poxsellis' helmet, you can see his true shape: he is human, he is the werechicken from the great chicken book (you can find this book in Chinkashh castle library).

Then find a leek, a carrot, a dragon egg and a bottle of water and go the tavern, approach the cauldron behind Tizzy (you'll eventually have to kill her to do that...) and use the leek on the cauldron. You'll hear a "gloo gloo" noise. Do the same with the carrot and the egg.

Now use the bottle of water on the cauldron. The bottle is now renamed to a "strange potion".

Now go back to the chicken and use reveal to turn him to its human shape for ten seconds. While in its human shape use the strange potion on him. Here we are! A "cocorico" message appear. The guy turns definitively to his human shape and thanks you. If you speak to him two times, he explodes like a chicken and leaves behind one of the two unique weapons...

*Reward:* Either Inut's Magic Bow or Inut's Giant Magic Sword & 20000 XPs





## Misc actions

### ***Rob the bank***

In the human city of Arx, enter the houses of Gary (43) and Alicia (8), either, when they are in, or lockpick the doors or steal the keys from them or kill them and take their keys. Then pull the lever in Alicia's house and quickly run into Gary's apartment and into the cellar; you end up in Alicia's house again and see a key imprint on the wall, which you will have to click on and a lever to exit into Alicia's house.

Next ask Greu for a piece of mold and make an imprint of the key in it.

Go to the dwarven forge with the key imprint and 1 metal and 1 gold bar (or make them in the forge) and make a key in the same way you forged the Mithril Sword.

Now enter the bank office (11) and push the button in the wall to open a secret passage in the back (10). Go in there, best invisible, and use the key you made on the button at the end of the passage to enter the safe area with the two chests and a lot of money and treasures.

*Reward: Lots of gold & 5000 XPs*

### ***Bring a cook book to the goblin cook***

Give the cook book from Level 1, room 18 to the goblin cook on Level 3, room 25

*Reward: 1000 XPs*

### ***Help the trolls to get independent***

Give the book 'Secrets of money' (from Gary House or Rebel's Camp) from Level 4, room 51 to Troll King Pog Level 3, room 37 (2000 XPs). Then go to the goblins, who will attack you in the grand hall (Level 3, room 19); you have to kill them; then go back to King Pog and talk to him; also notice the chest full of gems at his place! If you go back to the Goblin city, you will see all the goblins meeting in their main hall and when you approach them and Lord Alotar sees you, he tells all the goblins to attack you...

*Reward: 500 XPs*

### ***Get additional XPs***

At the end of the game (i.e. the ultimate weapon quest) you can explore the crypts where undead, mummies and liches have been respawned, even in the 1<sup>st</sup> level. A lot of additional XPs to grab here.







## Other Secrets

- Find a love letter in Maria's room under a vase from L. – this is from King Lunshire!
- To the end of the game, there are 3 soldiers by the Serpent Pillar Level 4, room 10; there is nothing really to do with them; you can either fight or ignore them.
- If you come into the Ylside bunker to the end of the game, you find, they have sacrificed the bard from the castle in their training room Level 5, room 18.
- If you drink too much wine, you'll get drunk...it is a nice effect, try it!
- You can earn some extra money if you buy goblin mine share's in Gary's bank (Level 1, 10) **before** you solve the Trolls on strike quest, after which the share's value rise and you can sell them again.
- You can try to forge a weapon in the blacksmith in the city: put an unforaged blade on fire, action the bellows and while the blade is still red, use (combine!) a hammer on it!
- If you come back at the end of the game to see the snakewomen, you can see them magically grow flowers at the entrance. That's how the humans have survived down here: The Snake Women have created magic vegetables.
- If you pay close attention, you may notice each creature in Arx having a different height: On its creation, each of them get a random size factor, scaling them +/- 10%.
- If you talk to a chicken ten times, it will....explode ☺
- Eat some garlic and talk to a woman...she won't appreciate it ☺
- If you have some time, buy a fishing pole, walk by a river or a lake and use your fishing pole. Each river has a limited fish supply which is reset everytime you come back in a level. Each time you use your fishing pole there is a random chance you get a fish.
- During your journey, you will find gold & metal chunks in the cavern walls. You can remove them using a pick axe. But if you want to do a big deal, instead of selling the chunks to the bank, go to the dwarven forge. You can use their forge to turn 2 chunks into an ingot which resale price is far more interesting.





- Note you can throw your torch out from your inventory when it is lit. (open your inventory ring, select the torch and press "UP" on the directional pad.) It will allow you to light dark place before venturing into them, as rifts etc..
- Greu has a flute you can steal from him if you want to make some music.
- Wooden light door can be destroyed by casting a fireball on it or with your weapon.
- Telekinesis spell is also very useful to open a trapped chest from a distant. You will trigger the trap but you won't take any damage from it.
- Be prudent: if you try to summon a demon with a low magic skill, you'll only summon a chicken☺ - Also there is a small probability you'll summon another unexpected creature.. (the ones from the cheat code spell)
- Give a wine bottle to the bard in the human castle or the tavern and he'll play really bad now
- Give him an emerald while he's not playing and he'll play the Underworld original theme







## Maps

Before we go on with the detailed maps, we present the maps here without any annotations to give players the chance to just check if they have forgotten to travel a place.



Level 1







Level 2







Level 3







Level 4







Level 5







Level 6







Level 7







Level 8

And now the detailed maps:

### Legend



Trap



Pressure Plate



Switch/Lever with point of effect







## Level 1 – Human City of Arx, Palace, Outpost, Tavern



- 1: Town entrance
- 2: Entrance to the human city
- 3: Guard room: on wall: longshield, metal shield, 2 two-handed swords, 2 two-handed axes; chest (open with lockpick): food, wine
- 4: Jewelry & 4bis: Tafiok's room (key is with Tafiok): trapped chest (open with lockpick): gem dealer licenses, gems, gold





- 5: Maria's misc goods and bedroom (key is with Maria): in bedroom under vase: love letter from L.
- 6: Cathedral
- 7: Bedroom: rope, food, water
- 7bis: Bedroom: gold, water, necklace, food, Book for Shany Quest
- 8: Alicia's bedroom (either open or key is with Alicia): silver ring, golden goblet
- 8bis: Abandoned house
- 9: Armoury & 9bis: Miguel's room (key is with Miguel): chest: food, dagger, leather armor
- 10: Bank: chest: gold & 11: Bankholder's office (open with Gary's key)
- 12: Enoill's bedroom
- 12bis: Old Lady (has key to here): chest: mortar & pestle, food
- 13: Hall of the castle of Arx
- 14: Weapon room (key is with Carlo): various armor and weapons
- 15: Prison
- 16: Air supply area
- 17: Kitchen: food
- 18: Food supply: food, goblin cook book
- 19: Research lab: destillery, mortar & pestle, book about potion making, Runes: Mega, Yok, Cetrius, Tar, Vista; chest: ingredients
- 20: Library: many books
- 21: Observatory: trapped chest (open with lockpick): cursed ring, healing scroll, mana drain scroll, invisibility potion
- 22: Council meeting room
- 23: Room: various goods
- 24: King's main room
- 25: Felnor's bedroom, open with key from Felnor
- 27: Falan Orbiplanax' bedroom (get key from Felnor): chest (open with key from crypt – level 4, room 34): Rune Folgora, ring of invisibilty, cure poison potion scroll, empty flask
- 28: Bedroom 2 (open with lockpick): find key to open chest here: wake dead scroll, create field scroll
- 29: Waradvisor's bedroom (open with lockpick): fireball scroll, key under pillow on chair opens chest: two-handed sword, set of tools
- 30: King's bedroom, open with key from King Lunshire
- 32: Teleport room
- 33: Player's bedroom: food
- 34: Guard's room: plate helmet, dagger, water, torch
- 35: Caves
- 36: Access to the crypt
- 37: Human Entrance of Arx (opens with key from King Lunshire): use telekinesis to get fireball scroll and Ring of Daarka from rock above way to tavern
- 38: Guard Post: gold, hammer, mortar & pestle, flour
- 39: Human customs bridge
- 41: The "Yellow Tulip" Adventurer Inn
- 42: Goblin customs
- 43: Gary's appartments (opens with Gary's key): mortar & pestle, book, bejeweled dagger, Ring of Intuition, longshield, life potion, Ring of Curse, emerald, poison
- 46: Guard dormitory: food, water, gold under pillow
- 47: corpse: ring of regeneration
- 48: Amikar's Rock
- 49: Ortiern (gives gemdealer's license): chest (diary, gold, wine), weapons, armour, 2 chests (lockpick): saber, longsword, 2 shortswords
- 50: Empty house: Invisibility scroll, water
- 51: Mad man's house: pickaxe, torch, rope
- 52: Broken TP: ring of casting
- 53: Collapsed passageway
- 54: Outside church: dispel field scroll, piece of wood







## Level 2 – Temple of Akbaa, Crystal Caves, Cave, Goblin Prison



- 1: Prison cell
- 1a: Prison cell
- 2: Prison entrance
- 3: Cell
- 4: Corridor
- 5: Other prison cells
- 6: Cell: Free Polsius here
- 7: Torture chamber
- 8: Guard hall
- 9: Guard bedroom: chest (torch, gems), club
- 10: Large corridor: club, torch
- 11: Armoury (open with key from room 13): longsword, shortsword, wooden shield, leather armour, food, Runes: Aam, Tar
- 12: Access to the goblin civilisation
- 13: Guard Post Manager Office: note from Iserbius, life potion, key for room 15, push button to open secret room: gold, gem, key for room 11
- 14: Hall
- 15: Cavellike place (open with key from 13): Rune Spacium, wooden shield





- 16: Deep cave
- 17: Greu's cave.
- 18: Cave like zone 2.
- 19: Ice Dragon cave entrance: corpses: leather armour, gold, Create Field scroll, Rune: Comunicatum, chain mail armor, dagger of stealth, Paralyze scroll
- 20: Ice Dragon cave: corpses: gold, torches, dragon egg
- 21: Temple entrance
- 22: Bridge Room
- 23: Corridor
- 24: Kitchen: food
- 25: Praying room: Push buttons to open rooms 34 & 35
- 26: Lever #1
- 26a: Golem riddle: insert heart of golem into middle golem and tell him to follow you to room 26b
- 26b: Riddle for Lever #1
- 27: Lever #2
- 27a: Riddle for Lever #2: close one door to make the other open
- 28: Lever #3: Enter combination 1-1-3 or fight golem from secret room here
- 29: Hall: Fight several priests (note with 1-1-3 combination, Akbaa Meteor)
- 30: Priests Dormitory: Fireball scroll, chest: food, torch
- 31: High priest Bedroom #1: potion ingredients, chest (open with key from priest at 29): Rune Stregum, Telekinesis scroll
- 32: High priest Bedroom #2: food, Dispel Field scroll
- 33: High priest Bedroom #3: Priest (golem heart, Ring of Intuition, mana potion, note: heart is key to security system), Dispel Field scroll below pillow; button in south wall here opens secret room 40
- 34: Golem Room: golem (golem heart), corpse (gold, Runes Kaom, Cosum; potion ingredients)
- 35: Tomb: cupboard: gem, book about Akbaa; chest (triggers Lich): Akbaa Meteor, gold, Dispel Field scroll, Ring of Curse, silver ring
- 36: Keeper's bedroom: Akbaa Meteor
- 37: Meteor Chamber
- 38: Natural caves
- 39: Cave: (Giant Nasty Spider): Emerald
- 40: Secret room: chest: Runes Kaom, Cosum, Flying Eye scroll
- 41: Right lever opens door to 21, left lever activates security system
- 42: Corpse: Ring of Invisibilty, torch, food
- 43: Corpse: short sword, rope, torch, Magic Arrow scroll
- 44: Ciprian Longsword
- 45: Plated Armor, Plated Leggings, Plated Helmet, Axe, Levitate scroll, Dispel Field scroll
- 46: Rune Yok; corpse: Ring of Protection, Protection from Fire scroll, mana potion, torch, life potion, Levitate scroll



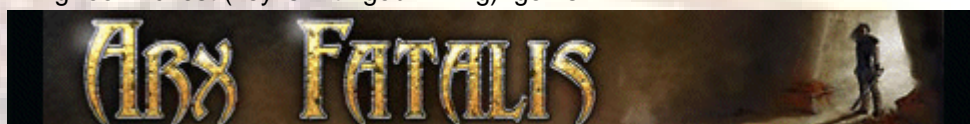




### Level 3 – Troll Mines, Goblin City, Spider Caves



- 1: Dark room
- 2: Abandoned area
- 3: Air conduit
- 4: Abandoned area: unstable wall, use pickaxe to enter room: third note for treasure hunt
- 5: Abandoned area: barrel: rope, food; corpse: torch, gold, cure poison potion
- 6: Abandoned fire camp
- 7: Nothing
- 9: Water
- 10: Abandoned bedroom: dagger
- 11: Secret office: move all stones from one floor plate to the other in 12 to open: food, torch, lockpicks, key for room 17, rope, mana potion, life potion
- 12: Elevator room: use rope in north wall panel to repair elevator; move all stones from one floor plate to the other to open secret room 11
- 13: Nothing
- 17: Supply room: open with key from 11; flour, food, gold, dagger, torch, water, wine
- 18: Goblin realm's entrance.
- 19: The hall
- 20: Goblin King room: chest (key is with goblin king): gems







- 21: Goblin King's bedroom: note with safe combination 5-5-9-9 under bed; poison, Disarm Trap scroll, food, gold, note about king & wine, stake; cupboard (lockpick): magical leather armor
- 22: Treasure room: (opens with golden key from guard): chests (one opens with a key from goblin king, other opens by lockpick): gems, gold, gold bars, Ring of Invisibilty
- 25: Kitchen: food, dough, barrel of wine, rolling pin
- 26: Goblin sleeping room: food
- 26bis: Atok's room: key for chest in 28 below pillow; cure poison potion, wine, set of tools, rope
- 27: Guard room
- 28: Supply room: chain mail leggings, shields, torches, chest (trapped, open with key from 26bis): troll idol
- 29: Pieces of wood, shovels
- 30: Goblin Entrance
- 31: Teleport room
- 32: Spider cave: corpse: poison; Levitate scroll
- 33: Spider cave: corpses: torches, Ring of Regenration
- 34: Access to level 3
- 35: Access to level 1
- 36: Entrance to Troll encampment
- 37: Hall of Trolls: King Pog
- 38: Mining zone
- 39: Mining zone
- 40: Mining zone
- 41: Mining zone: Rune Vitae (use telekinesis)
- 42: Mining zone: chests (lockpick): gold, torches, rope, ruby; pickaxes, barrel: garlic, torch, food; water, fishing rod
- 43: Sleeping room: pickaxes
- 44: Mining zone: prison cell
- 45: Mining zone
- 46: Mining zone
- 47: Corpses: bones, gold, cure poison potion, life potion, Magic Arrow scroll
- 48: Corpse: bones, leather leggings, Runes Aam, Yok
- 49: Meet Kultar here again, fight goblin lord (piece of wood, gold)
- 50: Hiding place of treasure hunt
- 51: Use pickaxe here to break unstable walls
- 52: Use pickaxe to get gems at wall; Amikar's Rock
- 53: Secret passage (opened with lever in 54) to treasure room 22
- 54: Secret passage in goblin throne room 20
- 55: Rune Fridd, get with Telekinesis
- 56: Amikar's Rock





## Level 4 – Rebel Camp, Great Sea, Serpent Pillar, Crypt



- 1: Cave 1
- 2: Cave 2: jump to this area (see red arrows on map): corpses: food, torch, gold, life potion; barrel: wine, food
- 3: Teleport room
- 4: Cave 4
- 5: Cave 5: torch, dagger
- 6: Cave 6
- 7: Cult's secret room: (open with torch-lever): chests (lockpick): gold, golden cup, life potions, Levitate scroll, sacrificial implement
- 8: Oliver, the dead hermit's room: Starting room for Treasure hunt: Place emerald in left chest: life potion, poison, first note of treasure hunt; diary of Lord Inut, candles, dagger, torches
- 9: Chest (goblin trap): gold track to chest
- 10: Snake pillar room: Find priests for Shany Quest here
- 11: Cave 11: corpse: gold, short sword, leather armor
- 12: Cave 12
- 13: Entrance to the Ylside's bunker







- 14: Underground lake
- 15: Goblin's diner
- 16: Entrance to the rebel camp
- 17: Guard post 1
- 18: Resting room
- 19: Alia's room: Disarm Trap scroll, cupboard: gold, scroll, leather armor of stealth; various books
- 24: Food storage
- 25: Room 25
- 26: Trapped Corridors: magical plated leggings (use telekinesis)
- 27: Lever room
- 28: Secret passage: chests (locked & trapped, lockpick and key from guard): gold, gold bars, jewelry
- 29: Treasure room: chest: Krahaz
- 30: Weaponery
- 31: Tomb 1: Lord Inut in chicken form; bracelet, key for exit 50
- 32: Tomb of Heroes: opens with key from 39; sword in NE corner statue is lever to open gate to next level
- 33: Tomb 2: stake
- 34: Tomb 3: lever to open secret room with another lever to raise floor after 43; Falan Orbiplanax grave: key for chest in his room in castle (lvl 1, 27), bracelet
- 35: Achanta's grave: gold, Achanta's Sword, emerald, sacrificial implement, stone with carved sign, necklace
- 36: The Great Hall: use blood on Achanta's statue or sacrificial implement to open the 3 gates
- 37: Stakes, stone with carved sign, wooden shield, dagger, Levitate scroll, bracelet, golden cup
- 38: Tomb 4: bracelet, necklace
- 39: Tomb 5: key for room 32
- 40: Tomb 6: stake, piece of wood
- 41: Tomb 7: piece of wood
- 42: Commander's tomb: grave (trapped): leather leggings of stealth
- 43: Levers room: repair lever with piece of wood
- 44: Corpse
- 45: Field, entrance to Ylside bunker
- 46: Use pickaxe to get gold on wall
- 47: Use pickaxe to get gold on wall
- 48: Corpse: set of tools, note about treasure hunt; smash door to enter room 8
- 49: Amikar' Rock; corpse under bridge: gold, fishing pole
- 50: Saber, shields
- 51: Chest (lockpick or open with key from guard here): golden bar, long sword, cain mail helmet, chain mail armor, golden key, booring book about finances (for Troll King Pog)
- 52: Place of trigger for Shany Rescue





## Level 5 – Yside Bunker, Crypt, Caves



- 1: Keeper's room: bracelet; put object on floor plate and pull both levers to open gate
- 2: Tomb: Dispel Field scroll, key, torch; key to open exit here again
- 3: Tomb: grave: Find Trap scroll and Curse scroll
- 4: Tomb: graves: mana potions, gold, bejeweled long sword, cure poison potion, Lighting scroll, Repel Undead scroll
- 5: Tomb: graves (some are trapped): key for 6, mana potion, gold, golden cup, emerald, invisibility potion, mummy fight; chest (lockpick): gold, invisibility potions
- 6: Secret passage tomb: unlock with key from 5, corpse: golden ring, golden key for 10, stone with carved sign, torches, life potion
- 7: Tomb: lockpick to enter: grave: gold, bracelet, silver ring, chest (lockpick): emerald, ruby, diamond
- 8: Tomb: open with lever (see map) and use combination from note 1-3-1 from 36: pull left lever, right lever, left lever: necklace
- 9: Tomb: grave (trapped): gold, golden ring, mana potion
- 10: Tomb: open with golden key from 6; corpse: mana potion; golden cup
- 11: Unfinished tomb: stakes, pickaxe, bricks, corpse: stone with carved sign
- 12: Trapped corridors: put object on plates to disarm traps
- 13: Portcullis room
- 14: Pressure pad's room.
- 15: Entrance of the secret bunker: fight priests and find keys in their bodies







- 16: Forge: metal, chest (opens with key from 15); Ylside Armor;
- 17: Priest's room: books, candles, chests: candles, life potion; Ring of Protection below pillow, 2 **respawning** enchant weapon Scrolls
- 18: Training room and weaponry: bard corpse: gold; two-handed axe, chests (open with key from 15): short sword, two-handed swords, cure poison potion, life potions, wooden shield, two-handed axe, daggers
- 19: Ylside's room: food, two-handed sword, hammer, mortar & pestle, chest (trapped, open with key from 15): life potions, plated leggings, magical plated armor, plated helmet, chain mail helmet, two-handed axe, metal bars
- 20: Iserbius's room: open with key from 15, disarm trap after door; diary, put candle on right skull on altar to open secret compartment in bed which holds key for chest: note, Akbaa meteor
- 21: Akbaa's puzzle: Place Akbaa Meteors on 5 columns to open door to 22
- 22: Praying room: Iserbius, Akbaa
- 23: Food storage: food
- 24: Twin shop: chest in upper room: gold, Ring of Regeneration, note with secret entrance to snake women below pillow
- 25: Troll cave 1
- 26: Troll cave 2: bejeweled longsword
- 27: Teleport room
- 28: Troll cave 3: troll fights goblins here: gold, torch, wine, rope
- 29: Troll cave 4
- 30: Troll cave 5
- 31: Earth goblin's clan: leather armor, leather leggings, gold, torch, food
- 32: Water goblin's clan: leather armor, fishing rod, food, rope, key for chest: gold, gems, silver ring
- 33: Caves
- 34: Access to level 5
- 35: Cave: pick gold from wall
- 36: Corpse of undead hunter Azrael Darkthorne: food, life potion, stakes, short sword, rope, torch, note: 1-3-1 is the key (for room 8); diary, Fireball scroll

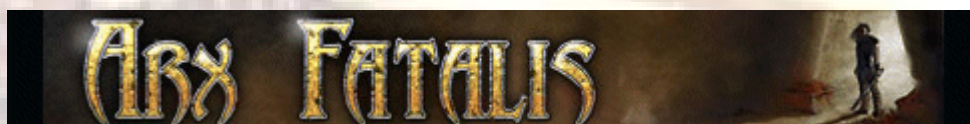




### ***Level 6 – Sisters of Edurneum Outpost, Temple of Illusions, Crypt***



- 1: Tomb
- 2: Great hall: blood, golden ring, golden cup, empty flasks, graves:
  - A: empty
  - B: Fireball scroll
  - C: empty
  - D: life potions
  - E: opens with lever at 12 only: Mithril leggings
  - F: empty
  - G. mummy -> fight
  - H: stone with carved sign
  - I: corpse: bone
- 3: Tomb. Activate passage to outside with glowing object from Level 7, room 8
- 4: Tomb: Short sword
- 5: Tomb
- 6: Tomb: use pickaxe on grave: cursed saber, stone with carved sign
- 7: Tomb
- 8: Tomb
- 9: Hall







- 10: The Keeper's puzzle room: Rune Mortis upstairs, after secret way from 11
- 11: Tomb: push button to open secret way to Rune Mortis in 10
- 12: Treasure room: Shield of the Elder
- 13: Secret tomb: chests (trapped, lockpick): bones, gold
- 14: Trapped corridors: Levitate over spikes
- 15: Entrance to the Temple of Illusion
- 16: Hall of the Brave
- 17: Missing lever room: Fire arrow on rich snake picture, where sword and sceptre meet, cast reveal on levers to reveal the 'one true' lever
- 18: Hall
- 19: Golden snake room: place different item before each lever to identify room, use globe to see which lever to pull next: fake golden serpent (sequence: 19a, 19b, 19c, 19d, 19e, 19f; see map)
- 20: Cross way
- 21: Joke room
- 22: Mirror room: ghost: cursed ring
- 23: Teleporter room
- 24: Teleporter corridor
- 25: Room of truth, place real serpent in bowl here
- 26: Temple exit
- 27: Secret Room: note about rich snake; after hit where sword and sceptre meet in 17, chest opens: golden serpent
- 28: Corpse room: corpse: torch, gold, wooden shield, short sword
- 29: Empty cave
- 30: Spider room: corpse: torch, bracelet
- 31: Galleries: climb ladder up: corpse gold, cursed saber, leather helmet of stealth; Rune Kaom
- 32: Empty cave
- 33: Air supply room: shovel, corpse: dagger, diamond, torch, set of tools
- 34: Convent's entrance
- 35: The throne chamber
- 36: Teleport room
- 37: Storage: chest (trapped, key is with Zalnashh or lockpick): Invisibility potions, Ring of Daarka, Reveal scroll, Levitate scroll, Dispel Field scroll, gem; Enchant Object scroll; Rune Folgora; Ring of Regeneration, Ring of Invisibilty (note the entrance to the sisters outpost has been removed, so you can't turn them enemies!)
- 38: Snake woman teleporter
- 39: Library: Dispell Field scroll, Reveal scroll (both on bookshelves)
- 40: Temple
- 41: Ratmen's entrance
- 42: Corpse: leather armor, pick metal from wall





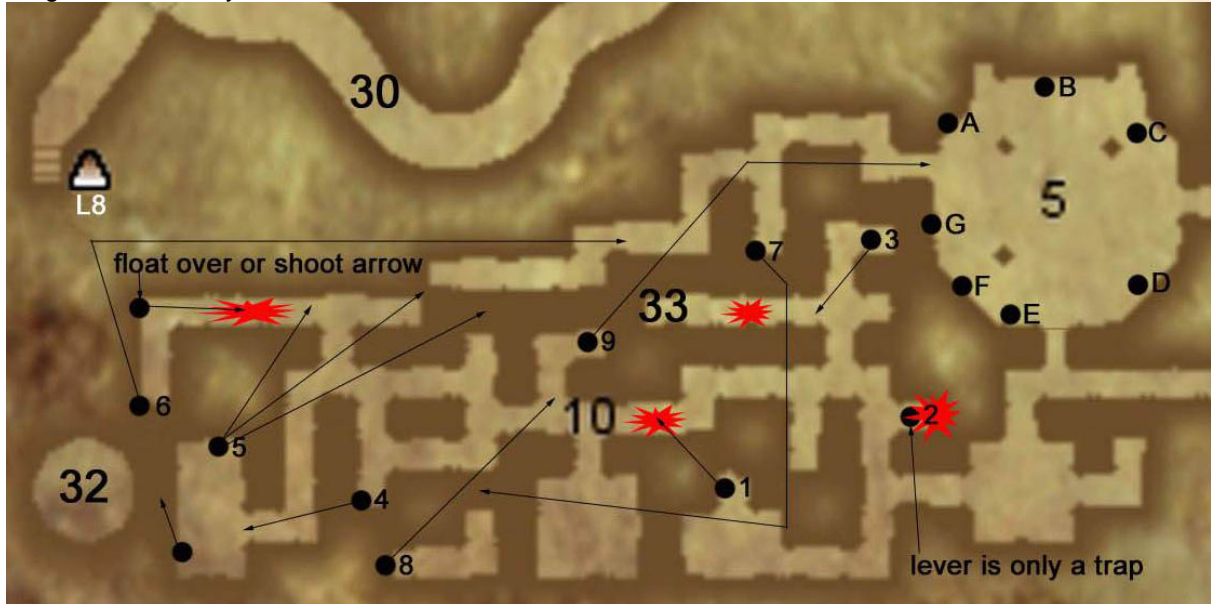
## Level 7 – Ratmen, Giant Worm, Crypt







Large view for Labyrinth of Lost Souls:



- 1: Tomb: Graves (trapped) magical plated armor
- 2: Tomb: lever to open 1
- 3: Tomb: graves: mummy, plated leggings, chest: two levitate scrolls
- 4: Tomb: Fireball scroll, lever to open 3
- 5: Statue (pull levers acc to where statue points: sequence A-G-B-E-F, see map)
- 6: Tomb: pull lever to open secret room: stakes, corpse
- 7: Tomb: corpse: set of tools, bracelets, rope, torch, short sword, ruby, piece of wood; chest: Mana Drain scroll, Raise Dead scroll
- 8: Tomb: key for 9; corpse: rope, 2 torches, glowing object for TP in (Lvl 6, room 3), note about riddle of Poxsellis
- 9: Ghost chamber: open with key from 8, Queen Florence talks to you about her murderer, grave: gold, life potion; Enchant Object scroll behind grave
- 10: Labyrinth of the Lost souls (see extra large map): lever sequence: 1-4-5-6-5-7-8-9 (see map), smash grave near lever 6 with pickaxe
- 11: Cave: corpses: mana potion, invisibility potion
- 12: Rat's cave 1: corpse: gold, poisonous potion, life potion, arrows, Levitate scroll
- 13: Rat's cave 2: jump from 13 into mushroom and teleport to 17
- 14: Patrol room
- 15: Lair 1
- 16: Lair 2
- 17: Lair 3: mushroom teleports back to 13; corpses: torches, bow, arrows, life potion, mana potion, cure poison potion, set of tools
- 18: Lair 4
- 19: Lair 5
- 20: Lair 6
- 21: Great cave : Ciprian Longsword in spider
- 22: Lair 7
- 25: Lair 8
- 26: Lair 9
- 27: Lair 10





28: Goblin's treasure

29: Teleport room

30: Giant Worm: short sword

31: Corpse: Ring of Master Anselmo, Fireball scroll, note about treasure hunt

32: Secret room: healing well

33: Secret room: stakes







## Level 8 – Dwarven area, Crypt



- 1: Catacomb entrance
- 2: Captain Auletio's tomb: button in wall opens altar: Feathered Long Sword, glowing object in grave
- 3: Captain Theseb's tomb glowing object in grave
- 4: General Sojemi's tomb: glowing object in grave
- 5: General Rajeph's tomb: glowing object next to grave; Levitate scroll
- 6: Poxselis's tomb: Place 4 glowing objects on columns around grave to open grave: Helm of Poxsellis
- 7: Corridor
- 8: Level entrance
- 9: Crossway to the Dwarf area
- 10: Cave + lava: Metal piece
- 11: Little island and teleport room
- 12: Dwarf entrance
- 13: Kitchen and meeting point with the black thing
- 14: Corridor: open door with key from 16
- 15: Smelting: Two-handed sword mold
- 16: Office. Key for 14
- 17: Bedroom





- 18: Bedroom: saber sword form, key, golden key, stone of power
- 19: Bedroom
- 20: Dwarf Hall: dwarf corpse: gold, pickaxe
- 21: Black Thing Lair: Pick gold, dead dwarf: stone of power, note about mithril shortage, blood
- 22: Metal Mine
- 23: Forge: chests (picklock right one, left opens with key from 33): Mithril armor, long shield, long swords, gold bars, rope, saber mold
- 24: Lava pit
- 25: Mythril mine
- 26: Transfert room
- 26a: Dwarven corpse: torch, ingredients
- 26b: Pick Mithril
- 27: Darven corpse: key, book about forging, stone of power, dwarven meat
- 28: Collapsed after entrance from lava room 24
- 29: Stone of Power
- 30: Stone of Power in dwarven corpse
- 31: Pick Metal
- 32: Pickaxe
- 33: Key for chest in 23 in air vent
- 34: Open with golden key from 18
- 35: Open with silver key from 18
- 36: Lockpick door







## Creatures of Arx

<i><b>NPCs &amp; friendly creatures stats</b></i>					
<b>Name</b>	<b>HP</b>	<b>Armour</b>	<b>Damage</b>	<b>Special</b>	<b>XP</b>
Alia	60	40	15	-	100
Carlo	60	40	30	-	600
Felnor	70	5	18	Spell Caster	100
Goblin King Alotar	22	10	6	-	70
Human King Lunshire	65	40	18	-	700
Troll King Pog	60	35	25	-	180
Mother Zalnashh	90	10	7	High Level Spell Caster	600
Snake Woman	35	10	5	High Level Spell Caster	400
Arx City Guard	60	40	15	-	100
Sacred Dagger Guard	60	40	15	-	100
Human Villager (Child)	5	1	1	-	0
Human Villager (Female)	16	3	3	-	30
Human Villager (Male)	32	10	5	-	40
Chicken	2	1	0	Provide Food	1
Dog	15	1	3	-	4
Pig	18	10	5	Provide Food	6
Ice Dragon	300	50	15	Spell Caster	800





## ***NPC descriptions***

**Alia** (female human), the rebel leader and daughter of King Lunshire and Queen Florence

**Alicia** (female human), a woman in the human city of Arx, loves Gary, the banker or rather his money; has the key to her house (Level 1, 8)

**Alotar** (male goblin), the king of the goblins, plays a role in the missing troll idol quest

**Atok** (male goblin), wants the throne from Alotar and starts intruiging him

**Carlo** (male human), Captain of guards in the Human City of Arx, provides you the key to the crypt and plays an important role later in the game; has the key to the armoury (Level 1, 14)

**Chinkashh** (snake woman), librarian in the castle, a snake women of the Order of the Sisters of Edurneum

**Enoill** (male human), the one-eyed murderer of Queen Florence, plays a major role late in the game

**Felnor** (male human), alchemist in the castle, assigns you all kinds of main quests; he has 4 keys with him, which lock the chests and the gate in the research lab (Level 1, 19) and his room (Level 1, 25)

**Gary** (male human), the banker in the human city of Arx, can be robbed; has 4 keys, for the bank office (Level 1, 11), his house (Level 1, 43) and the chests in the bank (Level 1, 10)

**Greu** (male troll), an eremit troll, gives you a troll amulet for a book with landscapes from the outside world

**Ice Dragon** (dragon), lives in the ice caves, get a dragon egg from him

**Iserbius** (human male), head priest of Akbaa, your main enemy

**Kultar** (male human), your fellow prisoner in the goblin prison at the beginning of the game; if you help him, you'll meet him twice again, and each time he helps you in return!

**Lunshire** (male human), king of the humans, assigns you several quests; he also owns two keys, one of which opens the large gate near the outpost (Level 1, 37), which leads to the outside world; the other opens his room in the castle (Level 1, 30)







**Maria** (female human), shopkeeper in the human city of Arx, buys & sells all kinds of goods; has the keys to her shop and house (Level 1,5) and the chests in them

**Miguel** (male human), the armorer in the human city of Arx, buys and sells weapons and armor; has the key to his shop and his house (Level 1, 9 & 9bis) and the chests in them

**Old lady** (female human), cleans the cathedral; has the key to her house (Level 1, 12bis)

**Ortiern** (male human), Captain of the Outpost; gives you the order to report the first attack of the Ylsides to King Lunshire and the gem dealers license

**Pog** (male troll), the king of the trolls, helps you with early in the game

**Rinco** (human male), the gambler in the Yellow Tulip tavern

**Shany** (female human), Maria's daughter, has a quest in the game

**Suiberis** (human male), astronomer in the castle, turns out to be no other than Iserbius

**Syllashh** (snake woman), librarian in the Order of Edurneum outpost

**Tafiok** (male human), the gem dealer in the human city of Arx, buys and sells all kinds of gems and jewels; has keys to his shop and house (Level 1, 4 & 4bis) and the chests in them

**Tizzy** (female human): Barmaid un the Yellow Tulip, you can buy beer at hers

**Zalnashh** (snake woman), leader of the order of Edurneum, helps you several times





### ***Bestiary stats***

<b>Name</b>	<b>HP</b>	<b>Armour</b>	<b>Damage</b>	<b>Special</b>	<b>XP</b>
Giant Rat	5	10	2	Provide Food	12
Giant Baby Spider	4	10	2	Poison Attack / Immunity to Poison	10
Giant Spider	8	10	4	Poison Attack / Immunity to Poison	20
Giant Nasty Spider	45	50	20	Poison Attack / Immunity to Poison	100
Giant Worm	200	40	30	-	800
Goblin	12	10	3	-	40
Goblin Lord	25	20	10	-	70
Golem	70	80	20	Immunity to Poison	200
Priest	25	5	12	Spell Caster	70
High Priest	35	5	16	Spell Caster	100
Ratman	25	30	10	Poison Attack / Teleport Ability / Thief Ability	400
Troll	40	30	18	-	100
Undead	35	30	12	Poison Attack / Resurrection	120
Mummy	45	30	30	Paralyze Attack	250
Ghost	60	40	15	Invisible	100
Liche	120	40	12	High Level Spell Caster / Summon Undead	800
Demon	140	20	18	-	1000
Black Thing	invincible	100	250	Invincible Creature	1000
Ylside	60	50	30	Special Fast Attack	500
Akbaa	600	20	70	High Level Spell Caster / Summon Demon / Special Tentacle Attack	-





## Items

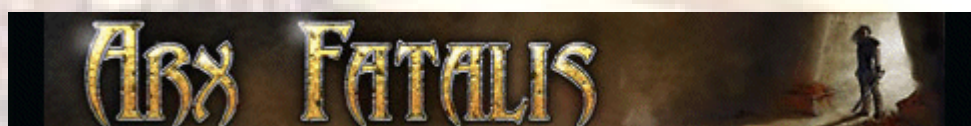
### Weapons

Name	Damage	Special	Required Skills	Aiming Time	Durability	Price
Bone	1	-	-	700	4	-
Dagger	2	-	-	500	50	75
Club	3	-	-	1000	20	40
Short Sword	4	-	-	800	50	150
Long Sword	5	-	ST: 10 CC: 40	1000	60	500
Axe	5	-	ST: 8	900	50	500
Saber	6	-	ST: 8 CC: 50	500	50	600
Bow	6	-	Projectile: 30	2000	-	250
Two-handed Axe	12	-	ST: 14 CC: 50	4000	60	1700
Two-handed Sword	10	-	AC+3	3000	60	1500
Poisoned, eminently accurate Assassin's Dagger of Stealth	5	Poisonous Attack Critical+50% Stealth+10%	Object knowledge: 35 DEX: 14	500	50	750
Bejeweled Dagger of extra Damage	5	-	Object knowledge: 20	500	50	400
Blacksmith's Hammer	4	-	ST: 8	900	50	100
Blacksmith's Club	9	-	ST: 14 CC: 40	1000	60	900
Two-handed Hammer	9	-	ST: 14 CC: 40	4000	60	900
Slayer Blade	12	AC+3 Critical+10% Stealth-10%	Object knowledge: 40 ST: 14 CC: 60	2000	80	2000





Ciprian Long Sword of Force	7	ST+1 CO+1 AC+1	Object knowledge: 40 ST: 10, CC: 40	1100	60	1000
Feathered Long Sword	6	Critical+20%	Object knowledge: 30 ST: 10, CC: 40	1100	60	750
Bejeweled Long Sword of extra Damage	8	AC+1	Object knowledge: 20 ST: 10, CC: 40	1000	80	900
Achanta's Sword of Drain Blood	6	Life Drain	Object knowledge: 40 ST: 10, CC: 40	1100	40	800
Meteor Saber	20	Unbreakable	-	500	-	5000
Meteor 2 Handed Sword	30	Unbreakable AC+8 Stealth-10%	-	3000	-	5000
Mithril Saber	10	Unbreakable	ST: 8 CC: 30	500	-	2500
Mithril 2 Handed Sword	20	Unbreakable AC+5 Stealth-10%	ST: 10 CC: 40	3000	-	2500
Enchanted Meteor Saber	25	Unbreakable	-	500	-	5000
Enchanted Meteor 2 Handed Sword	40	Unbreakable AC+8 Stealth-10%	-	3000	-	5000
Cursed Saber	0	ST-8, DEX-8, CO-8 Protection from Magic -100% Extremly poisonable Drags health from player	Object knowledge: 70 ST: 10 CC: 50	500	5	3200
Forged 2 handed Sword	15	AC+6	ST: 12 CC: 60	3000	80	600
Inut's Magic Bow	20	Cast Fireball	Projectyle: 40	10	-	2500
Inut's Giant Magic Sword	15	Casts Drain Life & Paralyze AC +5	ST: 18 CC: 35	10	-	-







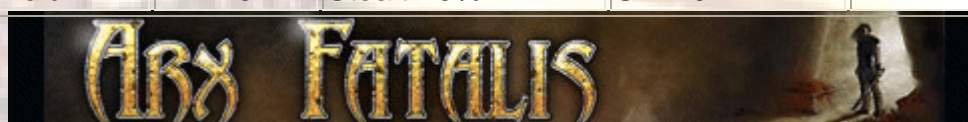
## *Armor*

Type	Protection	Special	Required Skills	Durability	Price
Leather Chest	+3	-	Obj. Know.: 15	60	550
Leather Leggings	+2	-	Obj. Know.: 15	60	400
Stealth Chest	+2	Stealth+5%	Object knowledge: 35	90	900
Leggings Armor of Great Stealth	+2	Stealth+5%	Object knowledge: 35	90	700
Leather Helmet of Great Stealth	+2	Stealth+5%	Object knowledge: 35	90	750
Chain Mail Chest Armor	+6	Stealth-2% Casting-2% Protection from Magic-2%	Object knowledge: 15 ST: 8	80	1100
Chain Mail Leggings	+5	Stealth-2% Casting-2% Protection from Magic-2%	Object knowledge: 15 ST: 8	80	850
Chain Mail Helmet	+4	Stealth-2% Casting-1% Protection from Magic-1%	Object knowledge: 15 ST: 8	80	550
Magic Leather Chest	+6	-	Object knowledge: 35	80	1300
Magic Leather Leggings	+4	-	Object knowledge: 35	70	950
Plated Chest	+7	Stealth-5% Casting-4% Protection from Magic-4%	Object knowledge: 15 ST: 14	90	1600
Plated Leggings	+7	Stealth-5% Casting-4% Protection from Magic-4%	Object knowledge: 15 ST: 14	90	1300
Plated Helmet	+7	Stealth-5% Casting-3% Protection from Magic-3%	Object knowledge: 15 ST: 14	90	900





Magic Plate Chest of extra Protection	+10	Stealth-5% Casting-4% Prot. fr. Magic-4%	Object knowledge: 35 ST: 14	-	1800
Magic Plate Leggings of extra Protection	+10	Stealth-5% Casting-4% Protection from Magic-4%	Object knowledge: 30 ST: 14	90	1600
Magic Plate Helmet of extra Protection	+10	Stealth-5% Casting-4% Protection from Magic-4%	Object knowledge: 15 ST: 14	90	1100
Ylside Armor	+38	Stealth+20% Casting-4% Protection from Magic+20%, ST+3	ST: 12	-	2100
Ylside Leggings	+30	Stealth+20% Casting-4% Protection from Magic+20% ST+2	ST: 12	-	1900
Poxsellis Helmet	+10	Stealth-5% Casting-3%	-	-	1300
Mithril Chest	+10	Casting+2% Protection from Magic+2%	Object knowledge: 30	90	1800
Mithril Leggings	+8	Casting+2% Protection from Magic+2%	Object knowledge: 30	90	1600
Mithril Helmet	+9	Casting+1% Protection from Magic+1%	Object knowledge: 30	90	1100
Sacred Dagger Armor	+6	Stealth-2% Casting-2% Protection from Magic-2%	Object knowledge: 15 ST: 8	80	1300
Sacred Dagger Leggings	+5	Stealth-2% Casting-2% Protection from Magic-2%	Object knowledge: 15 ST: 8	80	1100
Wooden Shield	+2	-	ST: 8	50	300
Metal Shield	+3	Stealth-5%	ST: 10	70	700







Tower Shield	+5	Stealth-5% Protection from Magic+30%	ST: 14	70	1100
Shield of the Elders	+7	Stealth-5% Protection from Magic+40%	Object knowledge: 35 ST: 12	-	1600



### ***Magic Objects***

<b>Name</b>	<b>Effect</b>	<b>Price</b>
Amulet of Great Luck	A fake magic amulet	150
Ring of Protection	AC +10% Protection from Magic +10% Protection from Poison +10%	850
Ring of Invisibility	Allows invisibility during 20 seconds Can be enchanted once to regain lost durability	950
Ring of Casting	Casting +10%	450
Ring of Misery	ST -2 DEX -2 CO -2 INT -2	700
Ring of Curse	ST -5 DEX -5	500
Ring of Regeneration	Restores 1 HP every 2 Seconds Can be enchanted once to regain lost durability	800
Oliver's Magic Ring	ST +1 DEX +1 CO +1 INT +1	700
Ring of the Water Point	Give a bonus in Intuition related skills	950
Ring of Daarka	Protection from magic: +20 % AC-20%	950
Ring of Master Anselmo	Protection from Poison +20% CO+1	750
Stone of Power	Used to supply power to dwarf mechanics	-
Garlic	Used to enchant a weapon to give it a dexterity bonus	-
Rock of Amikar	Used to enchant a weapon to make it unbreakable	-
Bone Powder	Used to enchant a weapon to give it a strenght bonus	-
Dragon Bone Powder	Used to enchant a weapon to give it a strenght bonus	-
Green Potion	Magic Potion used to poison a weapon	-
Golem Heart	Used to enchant a weapon to give it the paralyze ability	850





## ***Potions***

<b>Color</b>	<b>Name</b>	<b>Effect</b>
White	Potion of Invisibilty	makes you invisible for a certain time
Yellow	Life Potion	Restores health
Blue	Mana Potion	Restores mana
Green	Potion of Poison	Used to poison weapons or a fluid
Violet	Potion of Cure Poison	Cures poison

## ***Runes***

<b>Name</b>	<b>Place to find (see map section)</b>
Aam (create):	Level 3, 48 - Level 2, 11 - Maria's Shop
Nhi (negate):	Maria's Shop
Mega (improve):	Level 1, 19 - Chinkashh
Yok (fire):	Level 1, 19 - Level 2, 46 - Level 3, 48
Taar (missile):	Level 1, 19 - Level 2, 11
Kaom (protection):	Level 2, 34 - Level 2, 40 - Level 6, 31
Vitae (life):	Level 1, 19 - Level 3, 41 - Maria's Shop
Vista (vision):	Level 1, 19
Stregum (magic):	Level 2, 31 - Twin Dealers
Morte (death):	Level 6, 10
Cosum (object):	Level 2, 34 - Level 2, 40
Comunicatum (communicaton):	Level 2, 19
Movis (move):	Twin Dealers
Tempus (time):	At a Lich, after you got the Shield of the Elder and leave the halls with the 9 Sarcophaguses
Folgora (storm):	Level 1, 27 - Level 6, 37
Spacium (space):	Level 2, 15 - Chinkashh
Tera (earth):	Twin Dealers
Cetrius (poison):	Level 1, 19
Rhaa (weakness):	Maria's Shop
Fridd (freeze):	Level 3, 55





### Special Items

Akbaa Meteor	<ul style="list-style-type: none"> <li>- one with priest in Level 2, 29</li> <li>- Level 2, 35</li> <li>- Level 2, 36</li> <li>- one with priest at Level 4, 13 when you have the ultimate weapon</li> <li>- Level 5, 20</li> </ul>
Amikar's Stone	<ul style="list-style-type: none"> <li>- Level 1, 48</li> <li>- Level 3, 52</li> <li>- Level 3, 56</li> <li>- Level 4, 49</li> </ul>
Dragon Bone	kill dragon to get them
Dragon Egg	buy from dragon or kill dragon to take all
Enchant Object Scrolls	<ul style="list-style-type: none"> <li>- at the Twin Traders (level 5, 25)</li> <li>- 2 in Level 5, room 17</li> <li>- in Level 6, room 37</li> <li>- in Level 7, room 9</li> </ul>
Golden Serpent	2 found in the temple of Illusions Level 6, fake in room 19, real in room 27
Golem Heart	2 found in the temple of Akbaa Level 2, rooms 33 & 34
Glowing object	- 4 pieces: Level 8, rooms 2, 3, 4 & 5
Koltk Powder	remains of the destroyed meteor Level 2, 37
Krahoz	rebel camp Level 4, 29
Mithril	dwarven mines Level 8, 26b
Rebel camp pass	get it from Alia after your first stay in the rebel camp
Saber Sword mold	dwarven mine Level 8, 18
Stone of Power	4 pieces in the dwaren mines Level 8 rooms 18, 21, 27, 29, 30
Stone with carved sign	6 pieces found in the crypt: Level 4, rooms 35 & 37 - Level 5, rooms 6 & 11 - Level 6, rooms 2 & 6
Troll amulet	from Greul after you give him his present
Twohanded Sword mold	dwarven mine Level 8, 15
Zohark	after completing the Temple of Illusions, Level 6, 25





## Traders

<b><i>Miguel, the Armorer (Level 1, 9)</i></b>	
<b>Item</b>	<b>Price with average Intuition skill</b>
Arrows	195
Bow	244
Chain Mail Chest Armor	1076
Chain Mail Helmet	538
Chain Mail Leggings	832
Ciprian Longsword	979
Dagger	72
Leather Armor	638
Leather Armor of great Stealth	1272
Leather Helmet of great Stealth	734
Leather Leggings	391
Leggings Armor of great stealth	930
Longsword	489
Metal Shield	685
Mithril Helmet	1076
Plated armor	1566
Plated helmet	881
Plated leggings	1272
Short Sword	146
Tower Shield	1076
Two-handed Axe	1664
Wooden Shield	293





<b><i>Maria, general and magic wares (Level 1, 5)</i></b>	
<b>Item</b>	<b>Price with average Intuition skill</b>
Life Potion	274
Mana Potion	342
Poisonous Potion	220
Cure poison potion	299
Torch	19
Set of Tools	122
Shovel	48
Pickaxe	148
Rope	29
Fishing Pole	29
Nhi Rune	979
Vitae Rune	979
Aam Rune	979
Rhaa Rune	979
Mortar & Pestle	122
Empty flask	5
Key ring	122
Various food & beverages	

<b><i>Tafiok, the Gemdealer (Level 1, 4)</i></b>	
<b>Item</b>	<b>Price with average Intuition skill</b>
Diamond	293
Emerald	283
Ruby	174
Gem	146
Silver Ring	48
Gold Ring	78

<b><i>Tizzy, the barmaid (Level 1, 41)</i></b>	
<b>Item</b>	<b>Price with average Intuition skill</b>
Wine	2
Beer	1







<b><i>Redset, the rebel trader (Level 4, 30)</i></b>	
<b>Item</b>	<b>Price with average Intuition skill</b>
Chain Mail Leggings	954
Chain Mail Armour	1128
Blacksmith's Club	781
Plated Armor	1388
Long Shield	954
Club	43
Short Sword	130
Dagger	65
Bow	217
Slayer Blade	1736
Two-handed Axe	1475
Leather Armor	477
Arrows	173
Chain Mail Armour	954
Candle	6
Piece of Wood	4
Set of Tools	108
Bless Scroll	694
Speed Scroll	520
Levitate Scroll	868
Slow Down Scroll	1736
Lighting Scroll	1215
Dispel Area Scroll	1388
Life Potion	243
Mana Potion	130
Cure poison Potion	260
Poisonous Potion	130
Invisibility Potion	520
Various food & beverages	





<b><i>Twin Traders (Level 5, 24)</i></b>	
<b>Item</b>	<b>Price with average Intuition skill</b>
Stakes	4
Piece of Wood	4
Tera Rune	868
Movis Rune	868
Stregum Rune	868
Dispel Field Scroll	1041
Reveal Scroll	520
Incinerate Scroll	1562
Levitate Scroll	868
Telekinesis Scroll	694
Enchant Object Scroll	1562
Repel Undead Scroll	868
Fireball Scroll	1041
Disarm Trap Scroll	1736
Life Potion	243
Mana Potion	303
Invisibility Potion	520
Ring of Daarka	824
Magic Plated Helmet of extra Protection	954
Slayer Blade	1736
Arrows	173
Bow	217
Set of Tools	108
Torches	17




























## Spell book

Note: Spells in **bold** / *italic* are not mentioned in the manual!

(A) = audible sound - (RM) = resist magic - (RF) = resist fire















<b>Level 1</b>			
Spell	Effect	Mana Cost	Formula
Magic Sight	Magic Sight	3 per 10s	  Mega Vista
Magic Missile (A) (RM)	1d4 x lvl	1xlv	  Aam Taar
Ignite	Light all torches, fireplace (radius)	2	  Aam Yok
Douse	Counter Fire	2, proportional to countered fire	  Nhi Yok
<b>Activate Portal</b>	<b>Activates gates in TP rooms, given by Chinkashh</b>	<b>2</b>	  <b>Mega Spacium</b>

















<b>Level 2</b>			
<b>Spell</b>	<b>Effect</b>	<b>Mana Cost</b>	<b>Formula</b>
Heal	+1d4 HP x lvl, heals the casters and others in radius	2 x lvl	  Mega Vitae
Detect Trap	Detect Traps	5 duration	   Morte Cosum Vista
Armor	+1 to AC x lvl	4 duration	  Mega Kaom
Lower Armor (RM)	-1 x lvl to enemy AC	4 duration	  Rhaa Kaom
<b>Harm (A) (RM)</b>	<b>-1d4 + s</b>	<b>4 duration</b>	  <b>Rhaa Vitae</b>








<b>Level 3</b>			
<b>Spell</b>	<b>Effect</b>	<b>Mana Cost</b>	<b>Formula</b>
Speed	Accelerates your moves (duration)	20 duration	  Mega Movis
Dispell Illusion (Reveal)	Reveals fake walls	7 duration	   Nhi Stregum Vitae
Fireball (A) (RM) (RF)	1d6 x lvl (gets bigger)	3 x lvl	   Aam Yok Taar
Create Food	Restore hunger	5	   Aam Cosum Vitae
<b><i>Ice Projectile (A) (RM)</i></b>	<b><i>1d6 x lvl (gets bigger)</i></b>	<b><i>3 x lvl</i></b>	   <b><i>Aam Fridd Taar</i></b>
















<b>Level 4</b>			
<b>Spell</b>	<b>Effect</b>	<b>Mana Cost</b>	<b>Formula</b>
Bless	+1 all x (lvl+1)	5 duration	   Mega Stregum Vitae
Dispel Field	Dispells magic field	7	  Nhi Spacium
Fire Protection	Protection from Fire	10 duration	  Yok Kaom
Telekinesis	Pick up, activate from a distance	9 duration	  Spacium Communicatum
<b>Curse (RM)</b>	<b>-1 all x (lvl+1)</b>	<b>5 duration</b>	   <b>Rhaa Stregum Vitae</b>
<b>Cold Protection (RM)</b>	<b>Protection from Cold</b>	<b>10 duration</b>	  <b>Fridd Kaom</b>


















<b>Level 5</b>			
<b>Spell</b>	<b>Effect</b>	<b>Mana Cost</b>	<b>Formula</b>
Rune of Guarding	10 damage if coming too near	9	   Aam Morte Cosum
Levitate	Levitate	10 duration	   Mega Spacium Movis
Cure Poison	Removes Poison (charges x lvl)	10	  Nhi Cetrius
Repel Undead	Some undeads will flee	9 duration	  Morte Kaom
<b>Poison Projectile</b>	<b>poison target (charge x lvl)</b>	<b>2 x lvl</b>	   Aam Cetrius Taar







Level 6			
Spell	Effect	Mana Cost	Formula
Raise Dead (A)	Summon a skeleton (1 at a time)	12 duration	   Aam Morte Vitae
Paralyze (RM)	Paralyze 1s x lvl	3 x lvl	  Nhi Movis
Create Field	Spawn an energy field	12 duration	   Aam Kaom Spacium
Disarm Trap	Disarms trapped objects	15	   Nhi Morte Cosum
<b>Slow Down (RM)</b>	<b>slows target</b>	<b>12 duration</b>	  <b>Rhaa Movis</b>

















<b>Level 7</b>			
<b>Spell</b>	<b>Effect</b>	<b>Mana Cost</b>	<b>Formula</b>
Flying Eye	Explore a place	16	  Vista Movis
Fire Field (RM) (RF)	20 damage per second	14 duration	   Aam Yok Spacium
Lightning Strike (A) (RM)	3d4 + lvl damage	6 x lvl	   Aam Folgora Taar
Confuse (RM)	Confuses enemy for 1s x lvl, depending on the intelligence and level of caster	3 x lvl	  Rhaa Vista
<b>Ice Field (RM)</b>	<b>20 damage per second</b>	<b>14 duration</b>	   <b>Aam Fridd Spacium</b>















<b>Level 8</b>			
<b>Spell</b>	<b>Effect</b>	<b>Mana Cost</b>	<b>Formula</b>
Invisibility	Make yourself invisible	30 duration	  Nhi Vista
Mana Drain (A) (RM)	1d4 per second	10 duration	  Stregum Movis
Chaos (A) (RM)	3d8 on all monsters in radius	30	   Mega Aam Yok
Enchant Object	Gives bonus to an object	35	   Mega Stregum Cosum
<b><i>Life Drain (A) (RM)</i></b>	<b><i>Transfers life from target to you</i></b>	20	  <b><i>Vitae Movis</i></b>





Level 9			
Spell	Effect	Mana Cost	Formula
Summon Creature (A)	Creature depends on caster's intelligence	20 duration	   Aam Vitae Tera
Negate Magic	No magic can be cast (radius)	20 duration	   Nhi Stregum Spacium
Incinerate (A) (RM) (RF)	5d4 damage	100 duration	   Aam Mega Yok
Mass Paralyze (RM)	Paralyze all creatures in radius 1s x lvl	3 x lvl x npc	   Mega Nhi Movis



Level 10			
Spell	Effect	Mana Cost	Formula
Mass Lighting Strike (A) (RM)	4d6 x lvl damage	8 x lvl	    Mega Aam Taar Folgora
Control Demon	control only demons	40	  Movis Communicatum
Freeze Time	Stop Time for all but caster	60 duration	  Nhi Tempus
Mass Incinerate (A) (RM) (RF)	5d4 damage to all creatures in radius	200 duration	    Mega Aam Mega Yok





## Cheat

In the main menu press the BACK button 20 times and you have activated the debug mode:

The DOWN arrow cycles through the choices, e.g. jumping to a specific level (level choices also make you invincible), giving full XPs or giving you all kind of objects. Press A to valid the choice or UP button to return to the menu.

There's also a few cheat spells:

**Extradimensional Summoning:** summon the perfect warrior from another dimension to challenge you!

MEGA, MEGA, MEGA, AAM, VITAE, TERA

**Change Character Head:**

MEGA, RHAA, MEGA, RHAA, MEGA, RHAA

**Reveal Map:**

NHI, RHAA, AAM, NHI, RHAA, AAM

**Fire Bow:** a special bow with big fire arrows

SPACIUM, AAM, MEGA, SPACIUM, AAM, MEGA

**Power Sword:** a gigantic sword designed to hurt

MEGA, AAM, RHAA, RHAA, RHAA, RHAA

**Passwall On/Off:** No more collision with the walls

MEGA, TERA, MEGA, TERA

